

ANOTHER 132-PAGE WHOPPER ISSUE

# MEAN MACHINES

£1.75  
NO 17 FEB

INSIDE!  
MEGADRIVE

XENON II · WINTER CHALLENGE  
BACK TO THE FUTURE III · PAPERBOY  
SPEEDBALL II · F-22 TIPS SPECIAL  
**MASTER SYSTEM**  
ALIEN STORM · ASTERIX THE GAUL  
**NINTENDO**  
RESCUE RANGERS · TERMINATOR II  
**GAMEBOY**  
TERMINATOR II · GAUNTLET II



MEGADRIVE



SUPER FAMICOM



NINTENDO

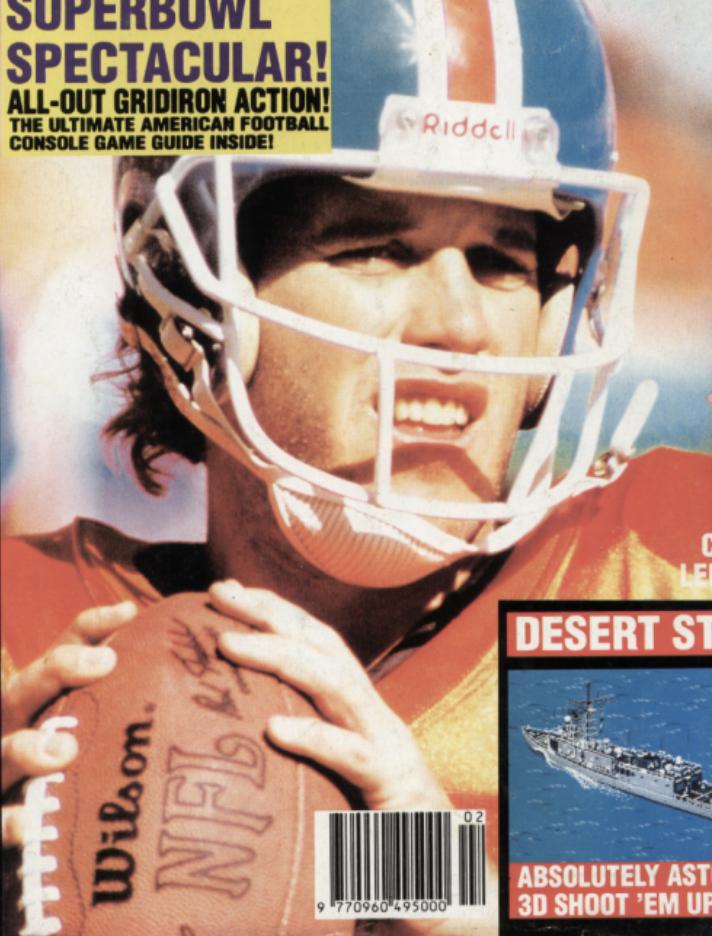


GAMEBOY



GAME GEAR

## SUPERBOWL SPECTACULAR! ALL-OUT GRIDIRON ACTION! THE ULTIMATE AMERICAN FOOTBALL CONSOLE GAME GUIDE INSIDE!



DESERT STRIKE



ABSOLUTELY ASTONISHING  
3D SHOOT 'EM UP ACTION!

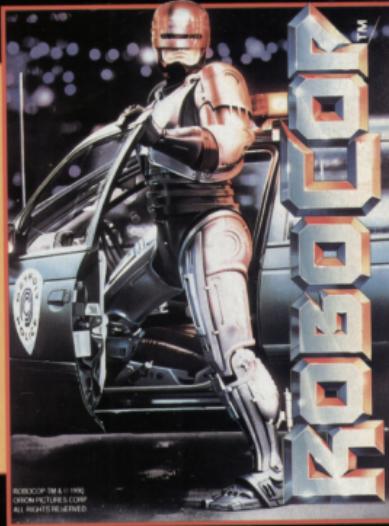
®

Nintendo

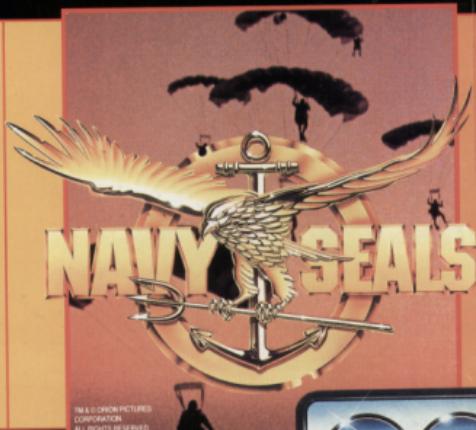
RED HOT GAM

Games console

GAME BOY



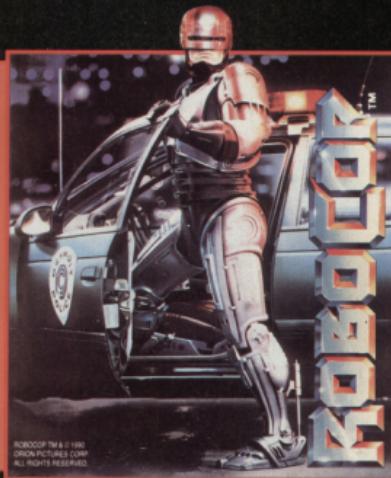
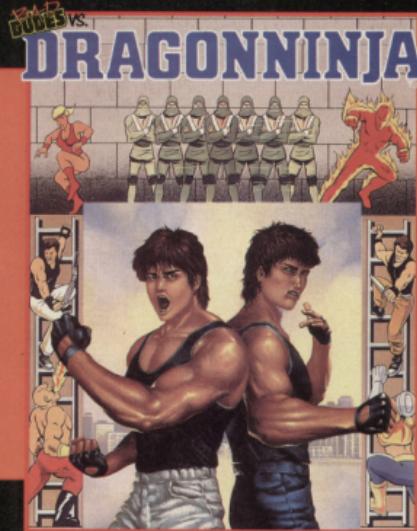
ROBOCOP TM & © 1990  
ORION PICTURES CORP.  
ALL RIGHTS RESERVED.



TM & © ORION PICTURES  
CORPORATION  
ALL RIGHTS RESERVED.



# REPLAY FOR NINTENDO



**eon**

THE NINJA MUSEUM OF THE BIG GAME

NINTENDO, GAME BOY AND THE OFFICIAL SEALS  
ARE TRADEMARKS OF NINTENDO OF AMERICA INC.

FOR MORE INFORMATION  
ON OUR NINTENDO PRODUCTS  
PHONE: 061 832 6633 -  
ASH FOR THE NINTENDO HELPLINE

**EDITORIAL 6**

This month's editorial sees the boy Jazza reveal all of the winners of the amazing Christmas competitions (for which, incidentally, we received around ten thousand entries!). Is your fine entry one of the winners? Turn to these pages and find out - NOW!

**NEWS 10**

Amazing! Astounding!  
Astonishing! Once again, MEAN MACHINES has completely confounded its confused, clumsy cack-handed competitors with a red hot exclusive report from the Las Vegas CES Show.

**MEAN YOB 24**

MEAN YOB returns with his bulbous brown sack literally brimming over with sad, dejected, doleful, grievous, pathetic, pitiable pieces of prose from your readers. Luckily, with the aid of special equipment, he's managed to locate a few interesting letters too (we hope).

**Q+A 30**

Want to know when a new game is coming out for your console? Or if the Master System has a CD-ROM attachment coming out? Maybe you would like to know who'd win if Sonic and Alex Kidd decided to beat up Mario and Megaman (doh!). It's questions like these that you ask Julian "Jazza" Rignall. It's answers like the ones on page 30 and 31 that you receive.

**TIPS 32**

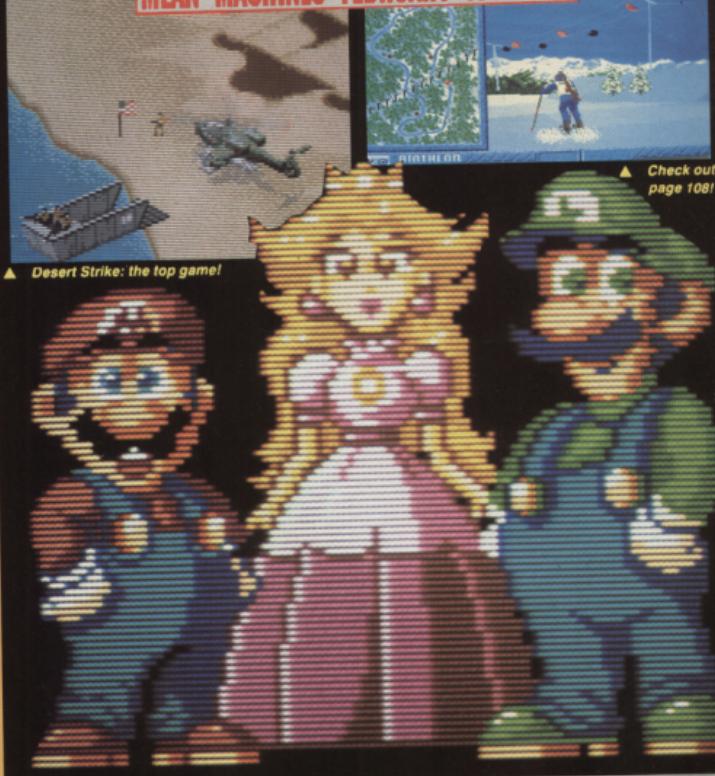
This month's Tips Section is just so amazingly outstanding, you'll be drooling over the pages and salivating at their excellence. And why not, with mega guides on F-22 Interceptor, Donald Duck and Marble Madness as well as the usual avalanche of groovy little tips.

**CHARTS 78**

These two pages are probably the most exciting in the magazine, because at great personal expense, we have sought to compile THE most definitive list of top-selling games on the shelves at the moment. Amazing.

**MEAN MACHINES 4**

# CONTENTS

**MEAN MACHINES FEBRUARY ISSUE 17**

MEGADRIVE	
DESERT STRIKE	18
XENON II	48
BACK TO THE FUTURE III	60
SPEEDBALL II	64
FIGHTING MASTER	88
PAPERBOY	100
THE GAMES: WINTER CHALLENGE	108

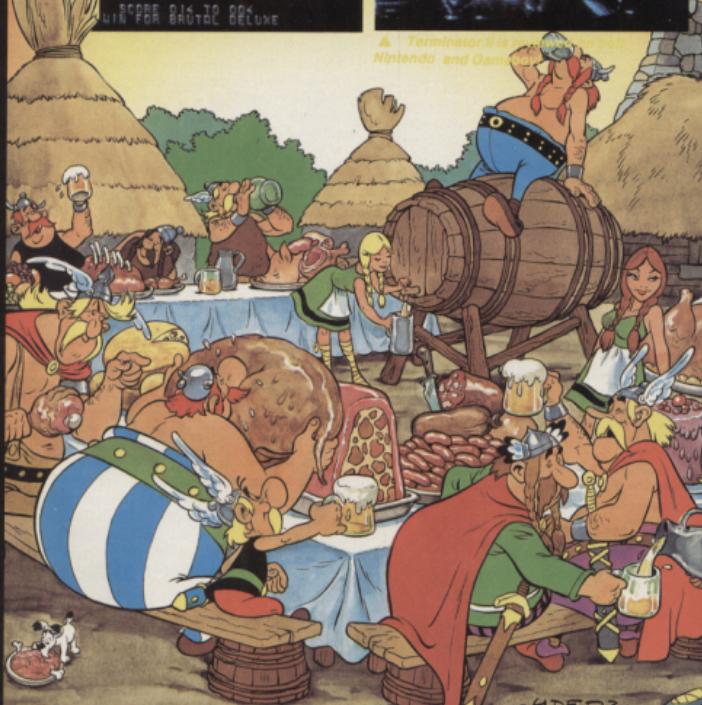
REV	
MASTER SYSTEM	
RUNNING BATTLE	56
ASTERIX	96
ALIEN STORM	104



SCORPION BROTHERS  
WWE FOR BROTHA DELUXE



▲ Terminator II is the latest in the  
Nineties and Games



# NEWS

## GAME BOY

MARBLE MADNESS  
GAUNTLET II  
TERMINATOR II

76  
93  
112



## NINTENDO

RESCUE RANGERS  
TERMINATOR II

52  
68

## SUPER NES

SUPER MARIO IV

80

## AMERICAN FOOTBALL SPECIAL

86

Just in time for the Superbowl, MEAN MACHINES provides you with the definitive comparison of the top console American Football games! So, if you're at all interested in funny shaped balls, these pages are the ones for you.

## THE HOTLINES

94

Once more, the MEAN MACHINES management have dug deep into their pockets to cough up the necessary cash required to get hold of the latest console gear. What's more, they're literally giving it all away in this fabulous 'phone-in' competitions. Turn to this page and ready yourself for some bowel-explodingly exciting stuff.

## MEGAMART 115

For the tiny sum of one of your English pounds sterling, YOU can advertise in the amazing MEAN MACHINES Megamart, the part of the magazine solely dedicated to the buying and selling needs of the international console community. Just think, you could get rid of YOUR aged, bungling, crippled, dilapidated Master System just by using these pages!

## PREVIEWS 124

This month, we're treating you to four stunning pages of preview-related tomfoolery. As usual, we've included just about every amazing new game you can think of and some you can't, because we find out about everything before anyone else does.

## NEXT MONTH 145

If you're expecting amazing information on the very next issue of MEAN MACHINES, you could try looking at this page. Usually, that's a bit of a dead loss, but this month we're not spinning our chins, for indeed, there's news of a completely mega freebie coming your way soon! Not surprisingly, it's MEGA!

EDITOR  
JULIAN "JAZ" RIGNALL  
ART EDITOR  
OSMOND "OZ" BROWNE  
DEPUTY EDITOR  
RICHARD "RAD" LEADBETTER  
GARRET "NO DOUGH" HARROD  
STAFF WRITER  
RADION "RAD" AUTOMATIC  
US CORRESPONDENT

DONN HAUER (VIDEO GAMES +  
COMPUTER ENTERTAINMENT)  
AD MANAGER  
MARTHA "VEGAS" MOLoughney  
PRODUCTION ASSISTANT  
EMMA "ON CAMERA" SADLER  
PUBLISHING DIRECTOR  
GRAHAM "MAYBE AN MS" TAYLOR

THANKS THIS MONTH TO:

Absolutely no thanks to skinting,  
festering British companies putting up  
the price again. If this magazine was  
British Rail it'd have twelve pages,  
be in black and white, cost £2.75  
and never be in the shops at the  
right time.

HELLO TO: LLion, Dafydd and Osian  
from Aberystwyth. Say hi to all  
console owners at Penweddig  
School, and maybe I'll see you again  
when I'm back in town in March!

VILE EDITORIAL OFFICES: Priory  
Court, 30-32 Farringdon Lane,  
London, EC1R 3AU.

ALL-NEW PHONE NUMBER: 071 972  
6700

ALL-NEW FAX NUMBER: 071 972  
6710

PRINTED BY: BPCC BUSINESS

MAGS LTD

COLOUR: PROPRINT/COLOUR TECH  
TYPESET BY: Bogle Drop and the  
nose! ha ha ha ha ha ha ha ha ha ha

DISTRIBUTED BY: BBC FRONTLINE  
AND THEIR RED LORRIES, YELLOW  
LORRIES

REMEMBER KIDS: The early bird  
might catch the worm, but he'll also  
be the first one to get shot if there's  
a hunter around

(C) MEAN MACHINES 1992

Any copying, transmitting or reproduction of this  
magazine without the express permission of the  
publishers will result in court action, monetary  
and much legal fee expenditure (paper for the  
guilty party. We'll also smash your face in...)

#### COMPETITION RULES

EMAP images employees or their immediate  
family aren't allowed to enter any of our comps,  
because it would be unfair if they did. And  
Dwayne Minton of West Womwood and his  
family can't enter either, because they didn't  
laugh at this joke: What's the definition of a  
skateboard? A leap in a wind tunnel.

#### JAZZA'S SUPER RUGBY

SHIRT

Well, after much deliberation, I've decided that  
the alternative Christmas carol tunes by David  
Minton of Saffron Walden, Essex in response to  
Dwayne Minton, West Womwood. His effort really  
wasn't that bad, but the main problem is that it's  
ew-ew-ew horribly disgusting. I can't print it. Well,  
I could, but I'd have irate parents. Esther Rancid.  
Watchdog and the obscene publications squad  
descend upon my monkey ass...



We're feeling a bit pleased with  
ourselves at the moment - the MEAN  
MACHINES Christmas Special sold  
over 100,000 copies, making it the  
biggest selling games magazine in  
Britain! Hurrah for us! But we're not  
going to rest on our laurels - we  
promise that MEAN MACHINES will  
get bigger and better, with more  
console coverage than any other  
magazine and even wilder free gifts!  
And we've got something really  
spectacular lined up later this year! What is it? Stay  
tuned and you'll find out...

# EDITO

First of all, may I say thanks to everyone who entered  
the Christmas Special competitions. We had tens of  
thousands of entries - I've never seen so much post in  
my life (and Robert and George the mailmen certainly  
gave our ears a bit of a binging!). The quality of the  
entries was superb, and choosing a winner of each  
comp proved a difficult and arduous task, but at the  
end of the day, there can be only one winner (except in  
my competition, but then I'm hard) and here they  
are...

## JAZZA'S SUPER RUGBY SHIRT

Rugby shirt designs flooded in, with three times more  
entries than any of the other competitions! I spent two  
days opening them, and after much deliberation got  
the entries down to two - Barry Elliot of Rotherham  
(Super NES shirt) and Jamie Mongan of Leeds  
(Megadrive shirt). I still can't decide which is best, so  
I've decided to give a Super NES to each contestant.  
Am I generous or what? Commiserations to everyone  
else - there were some wonderful pictures, but in the  
end I decided to go for a design that could really be  
turned into a rugby shirt, as opposed to a t-shirt style  
design.



## BURGER ME SIDEWAYS OZ!

The winner of burger fiend Osmond's competition was  
not only stunning, but also gave us something to think  
about. Instead of drawing a picture, Linda Walton  
(whose letter accompanying her winning Oz Burger  
appears in YOB's Mailbag this month) of Bury St  
Edmunds, Suffolk actually made a model - and ruddy  
brilliant it was too, fully deserving the first prize - a  
Megadrive!

## GARY HARROD SAD CLOTHING DEBACLE

When we asked you to design a new outfit for friend of  
the tramps Gary Harrod, little did we know that we'd  
get a veritable Clothes Show of demented outfits - we  
could supply Vivian Westwood with ideas for years to  
come! Gary judged the competition himself, and  
decided that this strange costume should be the  
winner. "Sooper Spoon" was sent in by Bradley Stew  
of Exhall, Coventry. Yes, we know it's weird. But then  
again, what do you expect when the judge of the  
contest is a demented perv...



# TRIAL

## RAD'S SQUEAKY CLEAN COMP!

This was the most difficult comp of them all - putting coherent AND funny speech bubbles to a rather surreal and strange Radion Automatic cartoon. Many of the entries weren't coherent, even more of them weren't funny - but the one that excelled in both areas was sent in by S Broadbent of Bradford, W His hilarious captions have won him a Game Gear and three games, which will be sent off post haste (whatever that means).



## RICHIE RICH PHONE BOOTH-O-RAMA!

Ah! Rich's naughty phone box japey has become so well known that you if you went up to a hermit in the Gobi desert and said "Richard Leadbetter", he'd reply, "telephonic tomfoolery"! In tribute to the man's marvellous mouthpiece malarkey we asked you to design a phone box especially for him, and the finest one was sent in by Jos Anters of 4715 EK Rucphen, The Netherlands. Congratulations Jos! A Gameboy and six games will soon be winging their way across the North Sea to you.



### JULIAN "JAZZA" RIGNALL

When it comes to cooking, Jazza reckons his Chinese meals are the finest this side of Beijing.

My Szechuan beef, spare ribs and sweet and sour pork are veritable oral orgasms" reckons the quick-fry boy with the wok.

CURRENT FAVE GAMES: DESERT STRIKE, SUPER MARIO 4



### RICHARD "FRYIN' TONITE" LEADBETTER

When it comes to haute cuisine, Richard reckons his shepherd's pie is the world's best, even though he hasn't made one for five years! Other than that, the health conscious phone box fiend from Witham Town specialises in fry-ups and oven chips.

CURRENT FAVE GAMES: DESERT STRIKE, SUPER MARIO 4, ROBOCOD



### RADION "SLICER" AUTOMATIC

Rad's a bit of a dab hand with a spatula and frying pan and his chili hash would warm the trousers of the most frozen Eskimo and fill the air with an aroma that you could cut with a knife.

CURRENT FAVE GAMES: FIGHTING MASTERS, SUPER MARIO 4, F1 CIRCUIS



### OZ "CORDON BLEU" BROWNE

Sadly, Oz is a demented baboon when it comes to nouvelle cuisine. Even if he was cooking for King Jackson, all he could possibly muster would be beans, sausage, bacon and chips - with a side plate of garlic bread for that added touch of sophistication.

CURRENT FAVE GAMES: THUNDER SPIRITS, F-ZERO, GHOULS 'N' GHOSTS



### GARY "CHICKEN" HARROD

Favourite amongst his tramp friends is the marvellous Gary Harrod chicken casserole special. "They just love the taste of that combination of vegetables, chicken with a fine sauce slowly cooked in a dry oven" says the lad himself.

CURRENT FAVE GAMES: ZELDA III, STREETFIGHTER II





# NRG

NRG Colour magazine is sent bi-monthly to all Special Reserve members. Don't miss it.  
Free 8-page Colour Catalogue. Just phone our sales team on 0279 60024  
Huge catalogue. Huge discounts. Huge stocks. Over 70,000 people have joined.  
Biggest Value, Best Service. No obligation to buy.

ANNUAL MEMBERSHIP UK £6.00 EEC £8.00 WORLD £10.00

At Special Reserve we only supply members, but you can order as you join.

## 0279 600204

Open to 8pm Weekdays and to 5pm Weekends.



**Gameboy** **69.99**

Tetris, batteries  
stereo headphones, two player lead  
**FREE** Special Reserve membership  
**FREE** Gameboy holsters and belt  
AND, if you buy a Gameboy and any  
game we'll give you a  
**FREE** Gamelight as well

So, for about 90 quid, you'll get everything shown in the picture above.



ALLEYWAY	HC1431	19.49	FORTIFIED	HC4032	24.49	QX	HC4025	18.49
BIG DOG KID	HC1850	19.49	GARGOYLES QUEST	HC1421	18.49	WPF	HC1851	18.49
BATMAN	HC1851	19.49	GOONIES 2	HC1422	18.49	RADAR MISSION	HC1852	18.49
BOULDER DASH	HC3965	24.49	GOLF	HC1423	18.49	REVENGE OF GATOR	HC1651	18.49
BOUNCE	HC1852	19.49	GOONIES 2	HC1424	18.49	SCARFACE	HC1652	18.49
BUBBLE GHOST	HC1431	24.49	HYPERTROPHY	HC1425	18.49	SAMURAI ADVENTURE	HC2094	24.49
BUGS BUNNY	HC1853	19.49	KING OF THE ZOO	HC1654	18.49	SEASIDE POCKET	HC1807	18.49
CASTLEVANIA	HC1854	19.49	LAUREL & HARDY	HC1655	18.49	SOLAR STRIKER	HC1426	18.49
CASTLEVANIA	HC1854	19.49	LYKIN	HC1656	18.49	SUPER GOLF	HC1427	18.49
CASTLEVANIA	HC1854	19.49	MOTORWAY MANIA	HC1657	18.49	SUPER MARIO LAND	HC1827	18.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1658	18.49	SUPER RC PRO-AM	HC2095	24.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1659	18.49	SUPER HERO TURTLES	HC1430	18.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1660	18.49	TEENAGE WIZARDS	HC1431	18.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1661	18.49	WIZARDS AND WARRIORS	HC1655	18.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1662	18.49	WIZARD'S BLOOM	HC2096	24.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1663	18.49	WORLD WRESTLING	HC2097	24.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1664	18.49	ZAPPER LIGHT GUN	HC1660	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1665	18.49	ZAPPER LIGHT GUN	HC1661	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1666	18.49	ZAPPER LIGHT GUN	HC1662	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1667	18.49	ZAPPER LIGHT GUN	HC1663	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1668	18.49	ZAPPER LIGHT GUN	HC1664	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1669	18.49	ZAPPER LIGHT GUN	HC1665	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1670	18.49	ZAPPER LIGHT GUN	HC1666	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1671	18.49	ZAPPER LIGHT GUN	HC1667	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1672	18.49	ZAPPER LIGHT GUN	HC1668	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1673	18.49	ZAPPER LIGHT GUN	HC1669	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1674	18.49	ZAPPER LIGHT GUN	HC1670	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1675	18.49	ZAPPER LIGHT GUN	HC1671	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1676	18.49	ZAPPER LIGHT GUN	HC1672	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1677	18.49	ZAPPER LIGHT GUN	HC1673	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1678	18.49	ZAPPER LIGHT GUN	HC1674	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1679	18.49	ZAPPER LIGHT GUN	HC1675	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1680	18.49	ZAPPER LIGHT GUN	HC1676	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1681	18.49	ZAPPER LIGHT GUN	HC1677	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1682	18.49	ZAPPER LIGHT GUN	HC1678	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1683	18.49	ZAPPER LIGHT GUN	HC1679	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1684	18.49	ZAPPER LIGHT GUN	HC1680	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1685	18.49	ZAPPER LIGHT GUN	HC1681	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1686	18.49	ZAPPER LIGHT GUN	HC1682	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1687	18.49	ZAPPER LIGHT GUN	HC1683	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1688	18.49	ZAPPER LIGHT GUN	HC1684	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1689	18.49	ZAPPER LIGHT GUN	HC1685	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1690	18.49	ZAPPER LIGHT GUN	HC1686	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1691	18.49	ZAPPER LIGHT GUN	HC1687	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1692	18.49	ZAPPER LIGHT GUN	HC1688	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1693	18.49	ZAPPER LIGHT GUN	HC1689	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1694	18.49	ZAPPER LIGHT GUN	HC1690	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1695	18.49	ZAPPER LIGHT GUN	HC1691	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1696	18.49	ZAPPER LIGHT GUN	HC1692	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1697	18.49	ZAPPER LIGHT GUN	HC1693	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1698	18.49	ZAPPER LIGHT GUN	HC1694	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1699	18.49	ZAPPER LIGHT GUN	HC1695	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1700	18.49	ZAPPER LIGHT GUN	HC1696	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1701	18.49	ZAPPER LIGHT GUN	HC1697	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1702	18.49	ZAPPER LIGHT GUN	HC1698	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1703	18.49	ZAPPER LIGHT GUN	HC1699	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1704	18.49	ZAPPER LIGHT GUN	HC1700	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1705	18.49	ZAPPER LIGHT GUN	HC1701	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1706	18.49	ZAPPER LIGHT GUN	HC1702	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1707	18.49	ZAPPER LIGHT GUN	HC1703	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1708	18.49	ZAPPER LIGHT GUN	HC1704	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1709	18.49	ZAPPER LIGHT GUN	HC1705	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1710	18.49	ZAPPER LIGHT GUN	HC1706	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1711	18.49	ZAPPER LIGHT GUN	HC1707	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1712	18.49	ZAPPER LIGHT GUN	HC1708	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1713	18.49	ZAPPER LIGHT GUN	HC1709	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1714	18.49	ZAPPER LIGHT GUN	HC1710	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1715	18.49	ZAPPER LIGHT GUN	HC1711	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1716	18.49	ZAPPER LIGHT GUN	HC1712	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1717	18.49	ZAPPER LIGHT GUN	HC1713	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1718	18.49	ZAPPER LIGHT GUN	HC1714	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1719	18.49	ZAPPER LIGHT GUN	HC1715	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1720	18.49	ZAPPER LIGHT GUN	HC1716	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1721	18.49	ZAPPER LIGHT GUN	HC1717	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1722	18.49	ZAPPER LIGHT GUN	HC1718	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1723	18.49	ZAPPER LIGHT GUN	HC1719	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1724	18.49	ZAPPER LIGHT GUN	HC1720	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1725	18.49	ZAPPER LIGHT GUN	HC1721	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1726	18.49	ZAPPER LIGHT GUN	HC1722	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1727	18.49	ZAPPER LIGHT GUN	HC1723	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1728	18.49	ZAPPER LIGHT GUN	HC1724	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1729	18.49	ZAPPER LIGHT GUN	HC1725	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1730	18.49	ZAPPER LIGHT GUN	HC1726	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1731	18.49	ZAPPER LIGHT GUN	HC1727	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1732	18.49	ZAPPER LIGHT GUN	HC1728	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1733	18.49	ZAPPER LIGHT GUN	HC1729	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1734	18.49	ZAPPER LIGHT GUN	HC1730	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1735	18.49	ZAPPER LIGHT GUN	HC1731	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1736	18.49	ZAPPER LIGHT GUN	HC1732	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1737	18.49	ZAPPER LIGHT GUN	HC1733	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1738	18.49	ZAPPER LIGHT GUN	HC1734	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1739	18.49	ZAPPER LIGHT GUN	HC1735	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1740	18.49	ZAPPER LIGHT GUN	HC1736	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1741	18.49	ZAPPER LIGHT GUN	HC1737	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1742	18.49	ZAPPER LIGHT GUN	HC1738	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1743	18.49	ZAPPER LIGHT GUN	HC1739	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1744	18.49	ZAPPER LIGHT GUN	HC1740	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1745	18.49	ZAPPER LIGHT GUN	HC1741	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1746	18.49	ZAPPER LIGHT GUN	HC1742	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1747	18.49	ZAPPER LIGHT GUN	HC1743	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1748	18.49	ZAPPER LIGHT GUN	HC1744	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1749	18.49	ZAPPER LIGHT GUN	HC1745	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1750	18.49	ZAPPER LIGHT GUN	HC1746	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1751	18.49	ZAPPER LIGHT GUN	HC1747	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1752	18.49	ZAPPER LIGHT GUN	HC1748	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1753	18.49	ZAPPER LIGHT GUN	HC1749	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1754	18.49	ZAPPER LIGHT GUN	HC1750	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1755	18.49	ZAPPER LIGHT GUN	HC1751	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1756	18.49	ZAPPER LIGHT GUN	HC1752	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1757	18.49	ZAPPER LIGHT GUN	HC1753	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1758	18.49	ZAPPER LIGHT GUN	HC1754	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1759	18.49	ZAPPER LIGHT GUN	HC1755	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1760	18.49	ZAPPER LIGHT GUN	HC1756	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1761	18.49	ZAPPER LIGHT GUN	HC1757	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1762	18.49	ZAPPER LIGHT GUN	HC1758	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1763	18.49	ZAPPER LIGHT GUN	HC1759	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1764	18.49	ZAPPER LIGHT GUN	HC1760	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1765	18.49	ZAPPER LIGHT GUN	HC1761	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1766	18.49	ZAPPER LIGHT GUN	HC1762	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1767	18.49	ZAPPER LIGHT GUN	HC1763	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1768	18.49	ZAPPER LIGHT GUN	HC1764	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1769	18.49	ZAPPER LIGHT GUN	HC1765	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1770	18.49	ZAPPER LIGHT GUN	HC1766	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1771	18.49	ZAPPER LIGHT GUN	HC1767	28.49
CASTLEVANIA	HC1854	19.49	NESTERS	HC1772	18.49	ZAPPER LIGHT GUN	HC1768	28.49
CASTLEVANIA	HC1854	19.49	NEST					

# CES SHOW

The Winter CES Show at Las Vegas was quite an event this year, with hundreds of new Megadrive, Super NES and Nintendo games on display! There's a full list of all the games seen there on the last page of this exclusive report - check it out! Meanwhile, here's some of the hot stuff...

## STREETFIGHTER II - OFFICIAL!

By far the best game of the show was Streetfighter II on Super NES. The cartridge packs a massive 16-megabits (the biggest Megadrive game is 12-megabits) and features all the characters from the coin-op original. The graphics and playability are both absolutely superb - and it's not even finished yet! Knicker-wetting stuff indeed! For more information on the game, you'll just have to wait for our free Streetfighter II mini-mag special next month!

## GAMES LIST

Here's a complete list of everything that was displayed at the show. All these games will be released in the States this year - some are already available.

Obviously there are no official British release dates for any of these titles as yet, but as soon as we know, you'll be the first to know! Keep watching this space.

## SUPER NES

SUPER BATTLE TANK	ACCLAIM
POPULOUS	ACCLAIM
SUPER SMASH TV	ACCLAIM
THE MIGHTY SPIDER	ACCLAIM
HEAVYWEIGHT CHAMPBOXING	ACTIVISION
MECH WARRIOR	ACTIVISION
WARRIOR FROM Y'S	AMERICAN SAMMY
BATTLE BLADES	AMERICAN SAMMY
MIGHT AND MAGIC II	AMERICAN SAMMY
RAP JACK	AMERICAN SOFTWARES
WIZARDRY IV	ASCII
D-FORCE	ASIMIK
ZIPPER	ASIMIK
LENUS	ATLUS
METAL JACK	BANDAI
ULTRAMAN	BANDAI
FACEBALL 2000	BULLETPROOF
Absolute	
Super StreetFighter II	Capcom
StreetFighter II	Capcom
Super Basketball SIM 1000	CULTURE BRAIN
Super Ninja World	CULTURE BRAIN
Caravan of Ninja	CULTURE BRAIN
UltraTanks	CULTURE BRAIN
GOLF	CULTURE BRAIN
FRUIT	CULTURE BRAIN
METAL MASTERS	DATA EAST
PGA TOUR GOLF	DATA EAST
BEST VS. WORKERS	DATA EAST
ACTRAGRAM	DATA EAST
ULTIMA THE FALSE PROPHET	DATA EAST
AMERICAN SOFTWORKS	DATA EAST
WING OF FORTUNE	DATA EAST
HORIZONZON	DATA EAST
MCBA BASKETBALL	DATA EAST
TOM AND JERRY	DATA EAST
HUNT FOR REPTOROID	DATA EAST
BILL WEAVER'S BASKETBALL	DATA EAST
SUPER ADVENTURE ISLAND	DATA EAST
THE ROCKETEER	DATA EAST
GUT BUSTIN' WORLD	DATA EAST
GUNFORCE	DATA EAST
THE IRON SKINS GAME	DATA EAST
THE IRON SKINS	DATA EAST
THE IRON SKINS	DATA EAST
THE EMPIRE STRIKES BACK	DATA EAST
RETURN OF THE JEDI	DATA EAST
STAR WARS	DATA EAST
REFLECTIONS	DATA EAST
LEGEND OF MYSTICAL NINJA	DATA EAST
CONTRA II	DATA EAST
THE MUTANT NINJA TURTLES IV	DATA EAST
WWF SUPER WRESTLEMANIA	DATA EAST
SPIDERMAN AND X-MEN TEAM-UP	DATA EAST
MVP BASKETBALL	DATA EAST
CHESSEMASTER	DATA EAST
MINDSCAPE	DATA EAST

Two excellent-looking titles from Acclaim are George Foreman Boxing and Bart Simpson Vs The World. Both feature brilliant graphics and gameplay and will be available later on this year on Nintendo (pictured here), Gameboy and Megadrive.



AND THEN THERE'S THIS ONE HERE FROM BART SIMPSON



At the Winter CES Show, Taito were publicising Growl pretty heavily. Available on the Megadrive, Growl (or Runark as it's known in Japan) casts the player as an environmentally friendly psychopath, punching, kicking and blasting the evil hunters who are preying on the jungle's defenceless, cuddly animals.

Available now as a Japanese import, Growl is a very poor beat 'em up which although fun in the short term, soon becomes a sad, shallow experience. As far as beat 'em ups go, Streets of Rage still rules supreme.



MAGNETIC	PAPERBOY II	MINDSCAPE	BART 'N' THE WORLD
STREET FIGHTER II	SPIDERMAN QUEST	METABEAST	KRUSTY'S FUNHOUSE
SUPER FIGHTING SIM	ADDADAY FAMILY	OCEAN	WIZARDS AND WARRIORS III
SUPER NINJA WORLD	ROBOCOP 3	OCEAN	FERRARI GRAND PRIX
CAVANAGH'S NINJA	RADIO FLYER	OCEAN	GOONIES
ULTRABOTS	ROBOTECH SIMULATOR	OCEAN	TURRICAN
GOLF	PUSHOVER	OCEAN	ULTIMATE AIR COMBAT
FRUIT	CLUEDO	PARKER BROTHERS	AMAZON
METAL MASTERS	IN	PARKER BROTHERS	THUNDERCADE
PGA TOUR GOLF	MONOPOLY	ROBERTSON	TIME WARRIOR
BEST VS. WORKERS	DRAKHEN	SEIKA	SEIKA
ACTRAGRAM	LAGOON	SETA	ANKISTA'S WARS
ULTIMA THE FALSE PROPHET	F-15	SETA	MISSION COMMANDERS
AMERICAN SOFTWORKS	EXTRA PIANO	SONY	PROJECT DOOM
WING OF FORTUNE	EXTRA INNINGS	SONY	MIGHT AND MAGIC

## NES SOFTWARE

BATTLE TANK	ACCLAIM
SPACE SHUTTLE	ACCLAIM
RACE AMERICA	ACCLAIM
MINDSCAPE	ACCLAIM

ABSOLUTE	ACCLAIM
ABSOLUTE	ACCLAIM
ABSOLUTE	ACCLAIM

BULLET-PROOF	CAPCOM



# **SUPER NINTENDO.**

# WINGS 2 ACES HIGH

Namco's *Wings II: Aces High* is an outstanding-looking product soon to be appearing on Super NES machines. It's an aerial combat game set during World War I in

which the player takes to the skies on a variety of Boshe-bashing missions. The graphics look amazing, with digitized planes and ground installations, and sound is

similarly stunning. How does it play? We'll bring you the full story about this knockout product later on this year.



IGHTING SIMULATOR	CULTURE BRAIN	L'EMPERUR	KOEI	HOME ALONE	THQ	WHO MADE IT
SIDE POCKET	DATA EAST	UNCHARACTED WATERS	KOEI	LAST OF THE KILLER TOMATOES	TING	ROGER RABBIT
STAR WARS: EMPIRE STRIKES BACK	DATA EAST	LONE RANGER	KONAMI	THE FLASH	TING	CAPCOM
CAVEMAN NINJA	DATA EAST	TINY TOON ADVENTURES	KONAMI	TECMO SUPER BOWL	TECMO	CAPCOM
TELEGRAM SCHOOL	DATA EAST	WRESTLING	KONAMI	TECMO BOWL	TECMO	CAPCOM
STANLEY THE IMMORTAL	DATA EAST	NASCAR CHALLENGE	KONAMI	TECMO BOWLING	TECMO	CULTURE BRAIN
DRAGON WARRIOR II	ENIX	CASTLEVANIA III	KONAMI	NIHON GIARDIN III	TECMO	DATA EAST
DRAGON WARRIOR III	ENIX	BACK TO THE FUTURE II AND III	KONAMI	BAD NEWS BASEBALL	TECMO	CULTURE BRAIN
ULTIMA EXODUS	FCI	BILL AND TED'S EXCELLENT ADVENTURE	KONAMI	INDY SPEED	TRADEWEST	ELECTRO BRAIN
THE HUNTER FOR THE AVATAR	FCI	BLADE ROLL	KONAMI	INDY HEAT	TRADEWEST	ELECTRO BRAIN
HEROES OF THE LANCE	FCI	TOWN AND COUNTRY II	KONAMI	INDY RACER	TRADEWEST	ELECTRO BRAIN
POOLS OF RADIANCE	FCI	WOLVERINE	KONAMI	STAR TREK	ULTRA	EA
DRAGONSTRIKE	GAMETEK	WRESTLING	MATCHBOX	SECRET TIES	VICTOKAI	FCI
HALEM GLOBETROTTERS	GAMETEK	NOAH'S ARK	MATCHBOX	SHOGUN SAMURAI	VICTOKAI	PERSONAL ORGANISER
HOUSE OF RESCUE	GAMETEK	FLIGHT OF THE EAGLE	MATCHBOX	ROBIN HOOD	VIRGIN	JAPANESE ENGLISH TRANSLATOR
LOLO II	HAL	PAPERBOY II	MATCHBOX	MC KIDS	VIRGIN	PERSONAL ORGANIZER 2
ROLLERBALL	HAL	CAZIERLAND	MINDSCAPE	GOLF POWER	VIRGIN	PROPHETIC II
DAYREAMING DAVEY	HAL	SCA	MINDSCAPE	OVERLORD	VIRGIN	PROPHETIC III
HUNT FOR REED OCTOBER	HTECH	UNTOUCHABLES	NATSUME		VIRGIN	HI-TECH
TEM AND JERRY	HTECH	ROBOPCOP III	OCEAN		VIRGIN	HOT-B
FEELIX THE CAT	HUDSON	UNINVITED	OCEAN		VIRGIN	INTERPLAY
ADVENTURE ISLAND	HUDSON	UNINVITED II	OCEAN		VIRGIN	INTERPLAY
ADVENTURE ISLAND II	HUDSON	ROBOPCOP III	OCEAN		VIRGIN	INTERPLAY
METAL STONE	IREM	CASTLE OF DRAGON	SEGA	TURN AND BURN	AMERICAN SAMMY	MINI PUTT
THE KUNG FU KARRY	IREM	BIO FORCE APE	SEGA	BATTLETANK II	AMERICAN SAMMY	BOULDERDASH
KUNG-FU MASTER II	IREM	WOLF ST KID	SEGA	BLITZKREIG DASH	ASCII	JVC
EXE:ER STRIKES BACK	JVC	KLASHBALL	SEGA	BLITZKREIG DASH	ASCII	JVC
REFLECTIONS OF DYNATRON CITY	JALECO	WOLF ST KID	SEGA	BLITZKREIG DASH	ASCII	JADE
TOPLESS RAD	JALECO	WOLF ST KID	SEGA	GEORGE FOREMAN BOXING	ACCLAIM	KEMCO
LAST NINJA	JALECO	FLASHBALL	SEGA	ASTEROIDS	ACCOLADE	LEN
FLASHBALL	JALECO	FLASHBALL	SEGA	BLITZKREIG DASH	ACCOLADE	LEN
CYBERBALL	JALECO	FLASHBALL	SEGA	BLITZKREIG DASH	ACCOLADE	LEN
FLASHBALL	JALECO	HAPPILY EVER SNOW WHITE	SEOFEL	HEAVYWEIGHT CHAMP	ACTIVISION	PYRAMIDS OF RA
PIZZA PANIC	JALECO	CASINO KID II	SEOFEL	NIHNI TARA	AMERICAN SAMMY	PERSONAL SCRABBLE
WHITE LION	KEMCO	SONG HAWK	SEOFEL	AMERICAN SAMMY	AMERICAN SAMMY	PIZZA PANIC
MICKEY MOUSE'S DREAM BALLOON	KEMCO	HOOD	SEOFEL	DOOMSDAYER	ASCII	FASTEST LAP
GENDHI KHAN	KOB	BATMAN II	SUNSOFT	MYSTERYMEN	ASIMI	PIZZA PANIC
BANDIT KINGS OF ANCIENT CHINA	KOB	SPY SPY HUNTER	SUNSOFT	SPUD'S ADVENTURE	ATLUS	NAMCO
	KOB	WHERE'S WALDO	SUNSOFT	A-MAZING TATER	ATLUS	NAMCO
	KOB		SUNSOFT	TOXIC CRUSADERS	ATLUS	NAMCO
	KOB		SUNSOFT	FACEBALL	BANDAI	PIZZA PANIC
	KOB		SUNSOFT	BULLET-PROOF	BULLET-PROOF	PIZZA PANIC
	KOB		SUNSOFT	BULLET-PROOF	BULLET-PROOF	PIZZA PANIC
	KOB		THQ	HATRIS	BUGGLE	PIZZA PANIC
	KOB		THQ		PARKER BROTHERS	PARKER BROTHERS

## KIDS OF POWER SERLORD

# ICES SHOW

## MARVEL-OUS ACTION

The Winter CES revealed four new console games based on characters licensed from Marvel Comics.

Perhaps the most exciting game is to be released by Acclaim. Spider-Man and the Uncanny X-Men teams the web-swinging up with the top bunch of Marvel mutants in a potentially mega game planned for release on the Super NES later on this year. Acclaim are also programming a follow-up to their Spider-Man game for the Gameboy - but further details are available at present. Acclaim's final Marvel title concerns the digitised NES exploits of the adamantium-clawed Wolverine (one of the X-Men who went solo) in an interesting looking platform romp.

Data East are jumping onto the super hero bandwagon with a Nintendo conversion of their average Captain America and the Avengers coin-op. There's plenty of platform-related beat 'em up action in this one, but alas, only one other Avenger (namely Hawkeye) has been included in the conversion.

# GAMEBOY

SWORD OF HOPE II  
ALTERED SPACE  
HUDSON HAWK  
HOOCH  
MASTER MASTER BOY  
BATMAN II  
HOME ALONE  
THE FLASHER  
PITFIGHTER  
BO JACKSON CROSS TRAINING  
THE CHASER  
ADVENTURE OF STAR SAVER  
KNIGHT QUEST  
TECMO BOW  
THE FIGHTING SHADOW  
SNEAKY SNAKES  
JACK NICKLAUS GOLF  
SWEAT-UP-ROAD  
STAR TREK  
WORLD CIRCUIT SERIES  
ULTRA GOLF  
DARDANULL OPUS  
SERPENTAR  
SPOT  
PRINCE OF PERSIA

MEGADRIVE

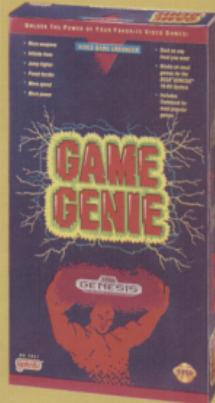
**ALIENS II  
BACK TO THE FUTURE II  
BATTLEMASTER  
PREDATOR II  
SPEEDBALL II  
JUNCTION**

No official UK release dates have been revealed for any of these titles, but as soon as we know more, [www.eurogamer.net](http://www.eurogamer.net)



## GAME GENIE: MORE NEWS

Galoob and Codemasters are quick to point out that their Sega Megadrive Game Genie system is almost complete. If you didn't know, the Game Genie enables Megadrive players to get extra lives, energy and weapons for plenty of games just by entering a code before the game begins. Unlike Nintendo, who took Galoob to court over their NES version of the Genie, Sega have given this exciting device their coveted Seal of Quality and are promising to back it up 100 percent. A UK release is expected in the summer of this year.



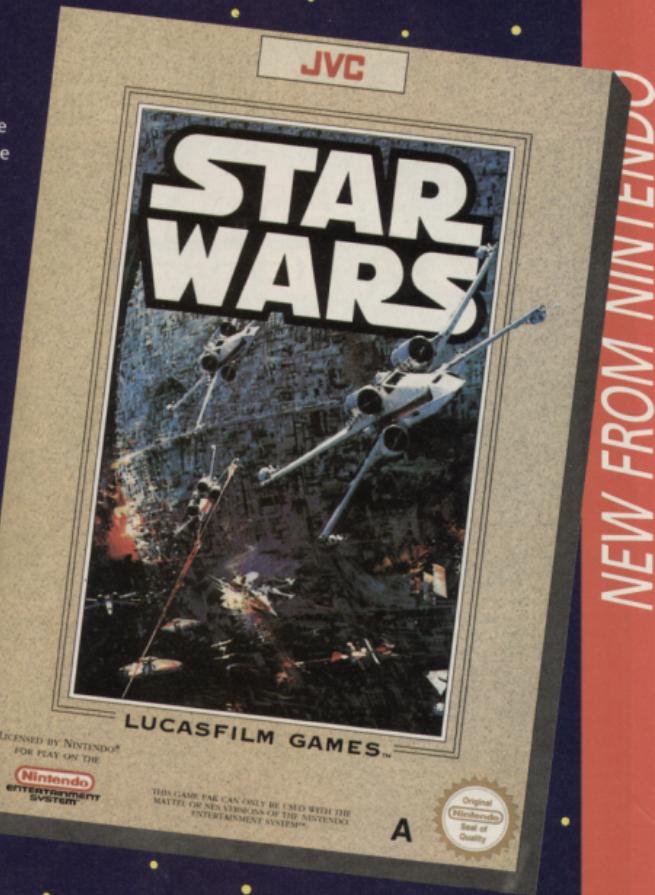
## GAME GEAR

NEW FROM NINTENDO

Nintendo®

# PLAY THE GAME. SAVE THE UNIVERSE.

All the thrills, excitement and spectacular space adventures of the original blockbusting movie – captured in another great NES title that's light years ahead.



THE  
WORLD'S  
NUMBER  
ONE  
GAME  
SYSTEM

NEW FROM NINTENDO

NEW FROM NINTENDO

# CES SHOW



**MICROPROSE**  
ENTERTAINMENT SOFTWARE

Micropose, famed for their computer simulations, are set to release plenty of amazing new products for the Nintendo, Super NES and Megadrive.

F-15 Strike Eagle II is one of the greatest PC flight sims ever, requiring the use of arcade skills along with flight sim abilities. This is scheduled for release on all three formats, although it's going to be called Super Strike Eagle on the SNES.

Railroad Tycoon is a Sim City-esque game, casting you as the founder of a railway system. It's your job to make sure that your rail system grows and prospers, rather than declines into a mournful, shambling debacle of locomotive "travel" like British Rail. Super NES and Megadrive versions should be available in the States later on this year.

Finally, Micropose have gone back to their roots by releasing a 16-bit version of one of their oldest simulators, Solo Flight. This is a non-combat simulator, concentrating on the joys of learning to fly. Only a Megadrive version has been confirmed, but a SNES version remains probable.

## GUNFORCE HITS SNES



Irem's brilliant arcade blaster Gunforce is currently being converted to the Super NES by Irem themselves. Featuring simultaneous two-player action and mind-boggling graphics, this looks like a shoot 'em up that shouldn't be missed.

## EXCLUSIVE SUPER NES SOCCER REPORT



After the mournful debacle they called Pro Soccer, the Super NES football scene is looking far more healthy these days. Nintendo have just announced that they've grabbed the rights to Human Corp's Super Formation Soccer and will be officially releasing the game in the UK later this year under the name of Super Soccer. Taito are also entering the Super NES footballing scene with Super Soccer Champ, a souped-up conversion of the popular European Soccer Champ coin-op. And finally, Jaleco have decided to convert their festering football failure GOAL! to the SNES. Hopefully it'll bear no resemblance to the original Nintendo sad mockery of soccer and will be a totally all-new game. We'll fill you in when we have more information.

## AMERICAN GLADIATORS

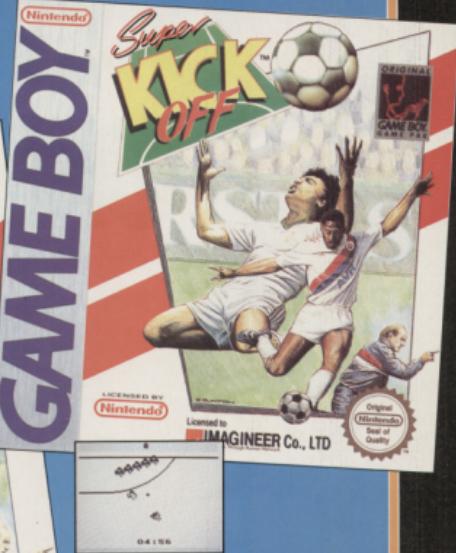
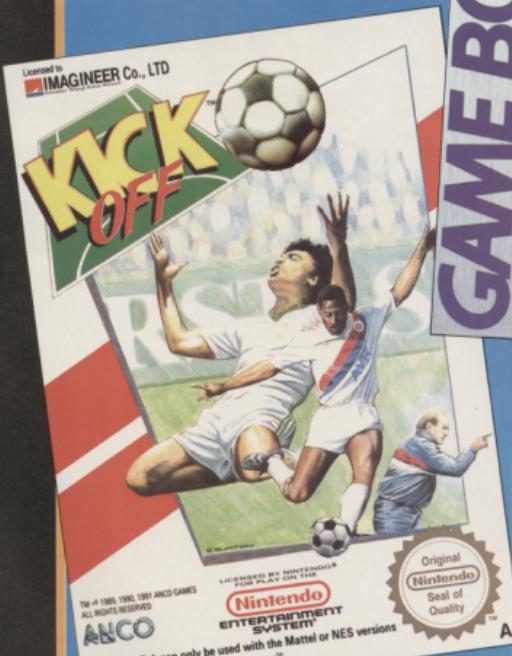
Anyone who watches late-night TV must have seen the superb American Gladiators programme. It's a brilliant game show in which contestants battle the eponymous Gladiators in a series of very physical events. Gametek have grabbed the rights and are currently programming Super NES and Megadrive versions of the game. The SNES version was on display at the show and looks very impressive, with digitized graphics and effects and all the events from the TV series. Gametek have no UK release plans at present, but we'll keep on pestering them until they do!



# BLISTERING PACE

## SOCER AT IT'S BEST.

- Fast - Realistic
- Fun to Play



## Nintendo®

Each player on the pitch is an individual with a unique combination of skills and physical attributes.

Instinctive joystick controls to Pass, Dribble, Shoot, Head and Chip the ball or do a Sliding Tackle.

Curling Corner Kicks, controlled Throw Ins and Goal Kicks.

Injury and Extra Time. Red and Yellow Cards. Set Piece Free Kicks and the famous AFTER TOUCH to let you bend, swerve and dip the ball. Plus a host of other options.

Cup, League and Euro Trophy Competitions with PENALTY SHOOT OUT.

Nintendo®, GAME BOY™, the Nintendo seal of quality and other marks designed as "TM" are trademarks of Nintendo.



**IMAGINEER Co., LTD**  
Innovation Through Human Network

Distributed in U.K. by  
ANCO SOFTWARE LTD., 7-8 Millside Industrial Estate, Lawson Road, Dartford, Kent. Tel. 0322 287782



**SO WHEN DO  
THE SUPER  
WILL BE**



**YOU RECKON  
NINTENDO  
HERE?**





Using all manner of cunning trickery and political manoeuvring, an evil Middle East dictator named General Killbaba has successfully launched a military attack against a small neighbouring nation. Overwhelming the peaceful country with instruments of destruction, the inhabitants are ruthlessly hunted down and enslaved. Due to the tense political geography of the area, the United Nations are unable to take direct military action against the offending nation, but there is hope...

In between wheezing, collapsing and suffering various heart attacks, the US President devises a devious plan with which to remove the dictator and send his forces packing. Sending in a lone Apache helicopter gunship with a back-up support warship, the President believes that a short, sharp series of attacks should get the job done.

Operation Desert Strike is initiated and the warship dispatched. Once the vessel nears the shores of the occupied country, further details of the mission are revealed. It transpires that the gunship must infiltrate five occupied strongholds and use its advanced weaponry to take out various targets designated by the mission controllers.

Dotted around the map are extra supplies, consisting of ammunition, armour and fuel for the gunship. Also found around the desert landscapes are MIAs (friendly soldiers Missing In Action behind enemy lines) who are rescued for extra points and may even supply some useful information once they are returned safely to the Desert Strike HQ. Double agents whose cover has been blown may also make their presence known. Rescue these disguised fellows and some of the enemy's twisted battle plans may be unveiled.

The enemy nation have not made things easy for you. During their short occupation, they have commandeered military posts armed with massive cannons and SAMs (Surface to Air Missiles). Enemy planes and choppers may also make an appearance. Not surprisingly, finding an advanced US gunship on their newly-acquired territory causes them to fire at you without provocation. Luckily you have full authority from your superiors to use any methods available to complete your mission (in other words, you're free to blow the hell out of anything you want!).

But remember, your gunship only has a limited amount of armour and should the enemy forces get through your shielding, you're history fly boy!



▲ Your commander-in-chief gives you the full low-down between each mission. As you can see, he doesn't mince his words...



▲ This is one of two landing sites.

# DESERT STRIKE

## RETURN TO THE



▲ These radar towers must be annihilated!



# DESERT STRIKE KE GULF



The gunship you control in Desert Strike is the McDonnell Douglas AH-64A Apache, the final word in helicopter gunship technology.

**LENGTH:** 17.77m

**HEIGHT:** 4.67m

**WING SPAN:** 5.24m

**WEIGHT:** 4,885kg

**POWER:** 2 x General Electric T700-GE-701

turboshaft engines

**MAXIMUM SPEED:** 227 mph

## ARMAMENT

Your Apache gunship is equipped with three forms of offensive weaponry:



### CANNON

Obviously, this is far weaker than the missiles, but it's just the ticket for taking out smaller targets. One thousand rounds of ammunition come as standard.



### HYDRAS

Although not as powerful as the Sidewinders, these missiles are perfect for taking small cannons or SAM sites. Unfortunately, their range isn't quite as impressive as the Hellfire's either.



### HELLFIRES

These missiles are the most powerful weapon packed on-board your Apache gunship. Their range and destructive potential cannot be beaten by anything the enemy throw at you. The supplies of Hellfires are very limited, so use these with care.

▲ *This is what happens once you lose all of your armour. You start with 600 points. A normal gunshot takes off one or two points. A well-aimed SAM or guided missile deducts up to 100!*



## COMMENT



Similar in concept to a superb old C64 computer classic called Raid on Bungeling Bay, Desert Strike is another absolutely cracking title from Electronic Arts. It's basically a very sophisticated shoot 'em up with loads to do. The gameplay is brilliant and I love the way you like searching for MIAs first, destroying a power station or taking out the airport! You've also got to think ahead and work out optimum routes so that you leave yourself with enough fuel and ammunition to be able to complete all the assignments in that mission. Things get very tense when supplies are low and you've still got an assignment to finish AND return to the frigate to complete the level! The graphics (particularly the helicopter sprite) and the sound are both excellent and the whole game is beautifully presented with cut-screens, mission details and map screens galore! But how long will all this excitement last? Ruddy ages, that's how long! There are five main missions, each with ten sub-missions, and later ones are incredibly difficult. And even if you get through them all, you still return to see whether you can score more points and find things that you might have missed. Desert Strike is the one of the finest Megadrive blasters yet seen, and you'd be bonkers to miss it.



▲ On level two, prisoners must be busted out of a top security enemy installation. Use your weapons to blow away a wall and winch up the survivors.

## CUT SCENE ACTION

At the start of the game, you're treated to a brilliant attract sequence, where General Killbaba reveals his plans for Middle Eastern domination. He also drowns a traitor in a vat of boiling water (!) and slaps his deputy around the face for the sheer fun of it! Between each level, yet more Killbaba-related action is revealed!



SET THE PLANS TOGETHER OR I WILL SEE THAT YOU SUFFER THE SAME FATE AS MY LAST DEPUTY.



YOUR GREATNESS, I WANT TO SEE MY CHILDREN GROW, BUT YOUR PLANS RIGHT CHOSE THE END OF ALL THE WORLD.



THE PRESIDENT WAS ORDERED THE SPECIAL FORCES BE SENT OVER TO DENIAL WITH THE SITUATION.

## THE STRATEGY MAP

Pressing START brings up the overall campaign map. Using the simple controls, you can find out what targets make up the entire mission, along with the positions of other enemy strongholds that may cause a problem. Intelligence also keeps you briefed on the whereabouts of MIAs, double agents and supplies.



▲ These tanks first appear on level two. As you can see, they're deadly



▼ You can choose a number of decent co-pilots at the start of the game but the best is missing in action. Scour level one!

## COPILOT SELECTION



JAKE IS MISSING IN ACTION. REPORTS SAY HEAR A PLANE CRASH. REACH HIM AND YOU HAVE A RECK SHOT AND SUPERB WHICH HE RECOGNIZES THE BEST PLACES FOR R AND R.

PRESS START TO EXIT

## CO-PILOT THRILLS

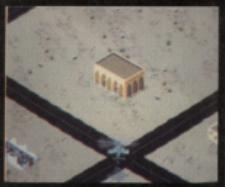
At the start of the game, you choose your co-pilot for the mission. The co-pilot's job is to work the winch and aim the weapons you fire. Watch out though, because some co-pilots may be excellent marksmen but could be complete imbeciles when it comes to using the winch. The best co-pilot in the game is missing in action, but you should be able to find him during the game.

**THE DANGLY BITS**

Being able to find extra fuel and weapons isn't much good unless you're able to pick them up safely from the air. Luckily, the Apache is kitted with a natty winch that automatically lowers itself when you hover over a box of supplies. This winch also comes in handy for picking up double agents and MIAs.

**A DANGEROUS ASSIGNMENT**

Mission targets should be destroyed in the order suggested by Desert Strike Command HQ. Should you attempt riskier targets without taking out previous threats, you are instantly in high danger. You can usually tell, owing to the large number of bullets whizzing through the air in your general direction.

**RICH**

Desert Strike begins well with an excellent introduction and some brilliant Rob Hubbard tunes. This quality extends to the game itself. It's not an all-out shoot 'em up as such. Of course, there are loads of enemy soldiers and targets to blow up, but the limits to your missiles, fuel and ammunition make you think before you blast. Adding variation are the sub-tasks, like picking up the MIAs and returning them to base. The graphics are excellent. Although some of the backdrops look a bit repetitive, this is more than made up for by the brilliant definition and animation on all of the sprites. The gunship in particular is excellent. Desert Strike is also a very challenging game. You should be able to complete level one during your first session, but after that things get incredibly difficult with enemy tanks, SCUD missile launchers and bazooka-toting soldiers making things a bit trickier! Definitely the best Megadrive game this month, Desert Strike is a worthy purchase.

**COMMENT**

Desert Strike begins well with an excellent introduction and some brilliant Rob Hubbard tunes. This quality extends to the game itself. It's not an all-out shoot 'em up as such. Of course, there are loads of enemy soldiers and targets to blow up, but the limits to your missiles, fuel and ammunition make you think before you blast. Adding variation are the sub-tasks, like picking up the MIAs and returning them to base. The graphics are excellent.

Although some of the backdrops look a bit repetitive, this is more than made up for by the brilliant definition and animation on all of the sprites. The gunship in particular is excellent. Desert Strike is also a very challenging game. You should be able to complete level one during your first session, but after that things get incredibly difficult with enemy tanks, SCUD missile launchers and bazooka-toting soldiers making things a bit trickier! Definitely the best Megadrive game this month, Desert Strike is a worthy purchase.

**DESERT STRIKE**

RETURN TO THE GULF

**BY: EA****PRICE: £39.99**

RELEASE DATE: FEBRUARY

GAME DIFFICULTY: MEDIUM

LIVES: 5

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: SUPER

**1**  
PLAYERS

**PRESENTATION 96%**

A fab opening sequence, cut screens, brilliant in-game presentation and a choice

**GRAPHICS 91%**

Minutely detailed and well-animated sprites along with decent backdrops.

**SOUND 89%**

Completely brilliant music and atmospheric effects.

**PLAYABILITY 95%**

The chopper is easy to control making for some excellent blasting action.

**LASTABILITY 92%**

Five stages might seem meagre, but there are loads of sub-missions and later levels are extremely tough.

**OVERALL 94%**

A brilliant, original Megadrive game that will keep blasting fans entertained for weeks. Grab it before it sells out!

# NOW THE POWER TO FIGHT BACK...

BECOME INVINCIBLE!!

# ACTION REPLAY

## MCARTRIDGE

ONLY £49.99

INC. P+P

FREE!!

12 MONTHLY ISSUES OF  
GAMEBUSTER  
MAGAZINE  
(WORTH £20)



**YES WITH THE  
ACTION REPLAY CARTRIDGE  
YOU CAN NOW PLAY YOUR FAVOURITE  
GAMES TO DESTRUCTION!**

- Just imagine, infinite lives, unlimited energy, unlimited power or extra fuel/ammo. Become invincible with the Action Replay Cartridge for the 16 bit game console from SEGA ENTERPRISES Ltd.
- Very simple to use - just enter the parameter code for the game that you are playing and that's it. Now you can play games to levels you didn't even know existed.
- Action Replay is a powerful cartridge featuring its own on-board LSI chip specially designed to allow user to effectively "re-program" their games cartridges so they can play their favourite games to destruction!

■ Full instruction manual gives you the parameters for most of the latest games plus many of the older favourites. We give you simple, easy to use inputs to get more or infinite lives, more fuel, more energy/cheats, etc. etc. with your favourite games.

■ With its advanced ASIC hardware design the Action Replay cartridge can react to new games as they appear - the latest parameters are published in your FREE monthly issues of GAMEBUSTER magazine.

■ No user knowledge is required at all - if you can play the game you already know how to use Action Replay. All input is via the joystick/pad - it couldn't be simpler.

■ Also works as an adaptor for Japanese type cartridges (an adaptor alone would cost up to £20!!)

■ Comes complete - no more to buy!



**DATEL**  
Electronics  
Limited

**HOW TO GET YOUR ORDER FAST!**

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS  
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUE/POSTAL ORDERS MADE PAYABLE TO:



**DATEL ELECTRONICS**

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,  
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

**DATEL LONDON SHOP**



222, TOTTENHAM COURT RD.  
LONDON, W1. TEL: 071 5806460



# RAVEN GAMES LONDON



74 BROMLEY ROAD, BECKENHAM, KENT BR3 2NP  
OPEN MONDAY - SATURDAY 10AM - 5.30PM

TEL: 081 663 6810 CREDIT CARD LINE 081 663 6822 FAX: 081 663 0046  
NEO GEO OFFICIAL UK VERSION NOW IN STOCK £299.00

## FAMICOM

	SEGA MEGADRIVE	SEGA GAME GEAR
FAMICOM (SCART)	£199.00	GAMEGEAR ..... £95.00
FAMICOM (SCART) INC 1 GAME	£225.00	WIDE GEAR ..... 14.99
FAMICOM (PAL)	£249.00	ADAPTOR TO RUN MASTER SYSTEM
FAMICOM (PAL) INC 1 GAME	£275.00	GAMES ..... 24.99
STEREO LEAD	24.99	SOFT CARRY CASE ..... 14.99
SCART LEAD	29.99	TWO PLAYER LINK CABLE ..... 7.99
J.S. KING SUPER JOYSTICK	65.00	TV TUNER ..... 74.99
COMMANDER JOYPAD	24.99	RECHARGEABLE BATTERY PACK ..... 29.99
JAPANESE MAGAZINE	7.50	POWER ADAPTOR ..... 9.99
USA GAMES CONVENTOR	24.99	CD ROM ..... PLEASE RING

## LATEST SOFTWARE

GOEMAN	43.99	LATEST SOFTWARE
GOHOLLS N GHOSTS...	49.99	SONIC THE HEDGEHOG ..... 23.99
CASTLEVANIA IV	49.99	SONIC THE HEDGEHOG ..... 29.99
NINJA CAVEMAN	49.99	SOLITAIRE POKER ..... 23.99
PAPERBOY II (USA VERSION)	44.99	SPACE HARRIER ..... 23.99
J.MAINS F/BALL(USA VERSION)	49.99	SPIDERMAN ..... 23.99
ULTRAMAN (USA VERSION)	49.99	DONALD DUCK ..... 23.99
THUNDERFORCE III	49.99	THE BERLIN WALL ..... 23.99
GOMAN (USA VERSION)	49.99	MUSTIA ALESTE ..... 23.99
ZELDA III (USA VERSION)	49.99	4 IN 1 (NEST, COLUMNS ETC) ..... 23.99
LAGOON (USA VERSION)	49.99	ALIEN STORM ..... T.B.A.
HOME ALONE (USA VERSION)	49.99	KICK OFF ..... T.B.A.
WWF (USA VERSION)	49.99	PLEASE RING FOR LATEST RELEASES
PITFIGHTER	49.99	EN- Neo-Geo
SUPER WONDERBOY	49.99	OFFICIAL UK VERSIONS INCLUDES
SUPER SOCCER	49.99	JOYSTICK/POWERPACK/ALL
FORMATION SOCCER	49.99	LEADS/ENGLISH INSTRUCTIONS
ULTRAMAN (USA VERSION)	49.99	NEO GEO (SCART) ..... £299.00
(DIFFERENT FROM JAPANESE)		NEO GEO (PAL) ..... £299.00
SUPER OFF ROAD (USA VERSION)	49.99	MEMORY CARD ..... 26.99
SUPER CHINESE	44.99	JOYSTICK ..... 54.99

## USA TITLES NOW AVAILABLE

NINTENDO GAMEBOY
GAMEBOY DELUXE ..... £64.99
SOFT CARRY CASE ..... 14.99
LIGHTBOY ..... 19.99
GAMELIGHT ..... 9.99
POWER ADAPTOR ..... 9.99
NEW VIDEO GAME CASE ..... 12.99

## SOFTWARE

MICKEY MOUSE II	23.99	LATEST SOFTWARE
CAR AVENIA II	23.99	HIT THE ICE ..... 37.99
MEGAMAN	23.99	CRUISE II ..... 39.99
IN YOUR FACE	23.99	RAIDER TRAP ..... 36.99
BLADES OF STEEL (ICE HOCKEY)	23.99	R-TYPE (SUPER CD) ..... 44.99
TURTLES II	23.99	SPACE FANTASY ZONE (CD ROM) ..... 39.99
WHO FRAMED ROGER RABBIT	23.99	GRADIUS ..... 39.99
PRINCE OF PERSIA	23.99	REPTAL ..... 39.99
THE ADDAMS FAMILY	23.99	ALAMANDER ..... 37.99
KICK OFF	23.99	SOCCER (SUPER CD) ..... 39.99
TERATOR II	23.99	DRAGON SABRE (DRAGON SPIRIT 2) ..... 39.99
SIMPSONS	23.99	PRINCE OF PERSIA (SUPER CD) ..... 44.99
BATTLE TOADS	23.99	KICK BOXING ..... T.B.A.
KID ICARUS	23.99	RED ALERT (USA CD ROM) ..... 39.99
ROBOPOL II	23.99	BOMBER MAN II ..... T.B.A.
DICK TRACY	23.99	
MARBLE MADNESS	23.99	
FACEBALL	23.99	
THE ADDAMS FAMILY	23.99	
RC PRO AM	23.99	
DRAGON DRAGON II	23.99	
NINJA GAIDEN	23.99	
KILLER TOMATOES	23.99	

PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES



PLEASE RING FOR LATEST RELEASES

ABOVE PRICES ARE MAIL ORDER - SHOP PRICES MAY VARY. JAPANESE CDS AVAILABLE.

PLEASE NOTE WE ARE NOT JUST A MAIL ORDER COMPANY - COME AND VISIT US AT ABOVE ADDRESS AND SEE THE NEO

GEO , FAMICOM, PC ENGINE CD ROM PLUS MORE ALL ON DISPLAY.

RING FOR LATEST: GAMEBOY / LYNX / PC ENGINE / NEO GEO / NINTENDO / SEGA.

WE HAVE A LOT MORE AVAILABLE THAN LISTED ABOVE

WE NOW HAVE A WIDE SELECTION OF SECONDHAND GAMES AVAILABLE FOR THE ABOVE MACHINES.

SAE FOR FULL PRICE LISTS. PLEASE MAKE CHEQUEs + PO'S TO RAVEN GAMES LONDON.

P&P MACHINES: GAMEBOY £2 / GT GAMEGEAR £3 / ENGINE LYNX £4 / MEGADRIVE £6 / NEO GEO £8 / FAMICOM £7 / GAMES £1 / MAGAZINES £1

# MEAN YOB!

**More letters. What would we do without them? And what would we do without YOB to answer them? If you've got anything remotely interesting to say, write in. The address is: MY FRONT DOOR IS VERY LUCKY BECAUSE IT'S GOT A BIG SHINY KNOB MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month gets £150.00 worth of software. All the rest get nothing, because that's the kind of guys we are.**

## TOO MUCH MONEY, IT'S NOT FUNNY

Dear Mean YOB,  
I thought I'd write to express my views on the extortionate pricing of both hardware and software. I honestly can't see the current console boom continuing for very long unless prices come down.

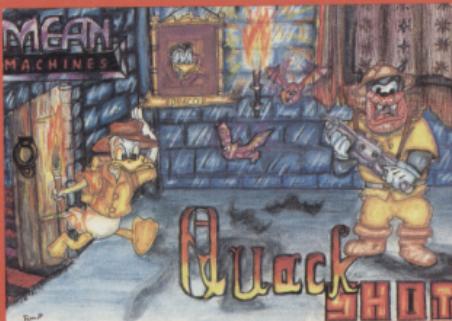
Take Sega for example. They claim their games are mostly directed towards children (which explains the amount of challenge to be found in most of their games) but how can many children afford to splash out thirty-five pounds every time they fancy a new game?

Despite any excuses they throw at us (cartridge costs etc) there is no reason why our games should cost twice as much as Japanese games.

Again it seems that company profit comes before the customers. Jason Sabourin, Clapham, London  
**YOB: What you haven't thought about is that Sega games aren't made in the UK and they all have to be specially air freighted in from Japan or the States, which costs a lot of money. Plus there's the fact that most retailers don't discount their games like they do in America and Japan, so you're forced to pay the manufacturer's recommended retail price which is essentially the highest price they can ask. Irritating isn't it - but then that's what you get for living in Britain.**

## SUPREME THICKIE

Dear YOB,  
I've just got a Megadrive and I've heard everyone rant and rave about John Madden's Football, but I don't know how to play the game, or should I say, I don't know the rules. I feel as if I'm missing out on a really special experience. Could you please educate me?



N Southern, Kirby in Ashfield, Notts  
**YOB: Go out and buy a book about American football rules (there's a very good one available for only £4.99) and watch the sport on Channel 4. And just in case you need telling, 'cos you're obviously completely thick, pull your trousers down before having a dump.**

## BACK ISSUES NO WAY

Dear YOB,  
I would like to congratulate you on such a wonderful Christmas issue. I particularly liked the hologram of Super Mario and the 196 pages. I shall cherish it for life and frame it. Once again I would like to congratulate you and the team on such effort over the year. Here are some questions to tackle.

1. Will there ever be any back issues because I have only started collecting from issue 13?

2. I was looking through a dictionary one day and saw "console" in it. It said "To give comfort or sympathy". Is this where they got the word from because my Megadrive comforts me anyway?

Lucy J Fullford, Winton Green, Birmingham

**YOB: We might so some kind of Best of MEAN MACHINES treasury edition later in the year, but there's no chance of any back issues I'm afraid - you'll just have to advertise for them in Megamart. 2. Yup.**

## SAD

Dear MEAN YOB,  
I am writing to you in a very sour

▼ A valiant effort from Tom Percival.

tone. It is you and about your decisions to print certain letters. For example, I have written in to your rather good/funny/amusing section about seven times and not had one letter printed. Also I have sent in about four different pictures, all good, one even of you, and none printed.

At college my mate Maxine thought the one of you was good enough to print and yet you refused. Please print this as I am sure many readers with mates at college called Maxine feel the same.

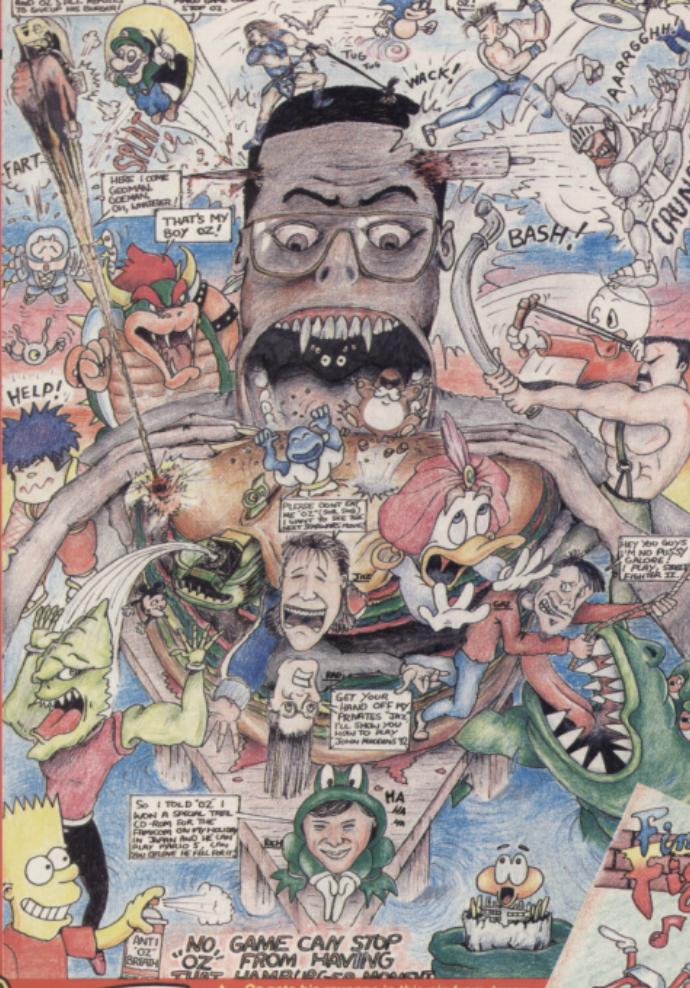
Michael Price, Hedge End, Southampton

**YOB: All your previous letters were complete and utter crap, despite what your "mate" thinks. The only reason why I'm printing this one is because I can poke fun at your singular lack of talent and gross ineptitude.**

## SKILL SUGGESTIONS

Dear YOB,  
Yo! How's it hanging? Today I got the bus down the town centre to collect my copy of MEAN MACHINES from WH Smiths.





▲ Oz gets his revenge in this pic from Jevon Mower of Halesworth!

When I got into the shop I realised how right you were about copies of your brilliant magazine selling out fast. There were only four copies left! When I was going home on the bus I glanced through the pages of your brilliant publication and I was amazed at the excellent quality of the magazine, though I have some suggestions that I think might improve your magazine. Here are my suggestions:

I think having a back issues section would be a great help.

What about a subscription offer?

You should sell more MEAN MACHINES merchandise.

How about selling games through mail order?

Why don't you include a game diary which tells which games come out each month. This could include ratings, formats and comments.

Christopher McDonnell,  
Hartlepool, Cleveland

YOB: Thanks for your suggestions - they're pretty good. I've passed them on to Jazza and he's put them in the pockets of his special brill new idea trousers.

## ACTION STATIONS? NO WAY

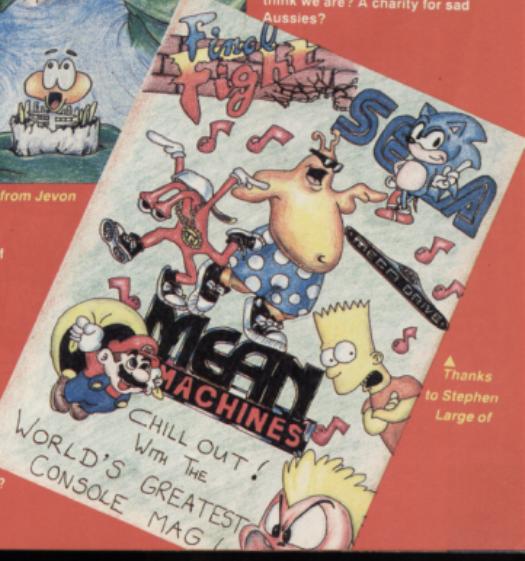
Dear YOB,

My name is yours truly. I wrote not long ago and I forgot to add something on. I live in a very small town in Australia not anywhere near Woolworths so could you send me an ACTION STATION for Nintendo and Sega? I own a Sega Master System and a Nintendo Gameboy so your ACTION STATION will be much needed.

Your magazine is totally excellent and your reviews are outstanding.

Reuben Porter, Proserpine, Queensland

YOB: No way! What do you think we are? A charity for sad Aussies?



# MEAN YOB!

## BANDWAGON JUMPING?

Dear MEAN YOB,

I am writing to complain about Sega. I own a Sega Megadrive and am very pleased with it. But Sega are producing terribly boring and easy games. Most of my games (which are mega) are by Electronic Arts. But as I look through brill mags such as MEAN MACHINES, CVG and Complete Guide to Megadrive I see that Sega are trying to out class EA. Here are some examples:

Sega Ice Hockey vs EA Ice Hockey

Joe Montana's vs John Madden's

Super Real Basketball vs Lakers v Celtics

I could go on. Now it's 'Oh! Electronic Arts are bringing John Madden's '92 out so we (Sega) better bring a game out to challenge it.' and sure enough, POP, out comes Joe Montana 2.

I'm really peeved off. Why can't Sega think of and design their own games instead of ripping Electronic Arts off? If I was director of Electronic Arts I'd damn well do something about it. Why don't Sega stop and make their own games because they could never produce anything better than any Electronic Arts game. Now onto playing games. I am not saying Sega Sonic was challenging Robocod (EA) but my mate reckons that Sonic is better than Robocod, is it? Well, I told him to kiss my ass and don't be thick. P. Spooner, Hillsborough, Sheffield

**YOB:** An interesting point, but I think you're being unfair - games are developed in strict secrecy, so I don't think there's

any idea stealing going on. I think that what happens is that companies see that there's a gap in the market and race to develop a product - rather like the movie industry where you get spates of certain kinds of film all cropping up within a few months of each other.

## DON'T LIKE THE SEGA ADS?

Dear YOB,

At last, Sega have got round to giving the Megadrive a proper advertising campaign, but unfortunately we see two seconds of the games and the rest of the ad is taken up with some dimwit and martial arts rubbish.

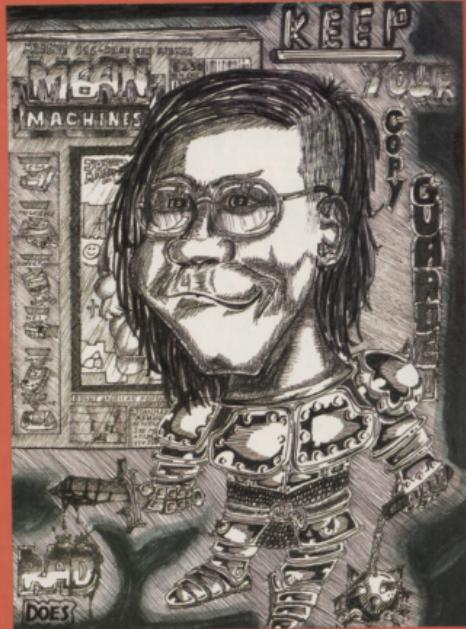
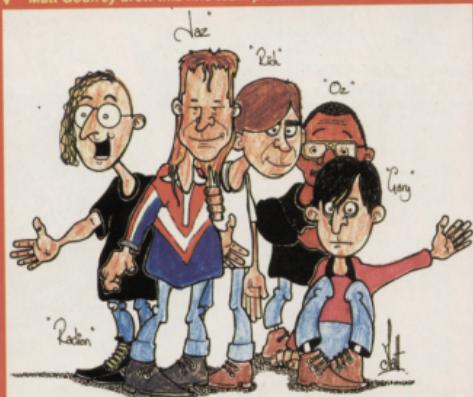
Regarding the Christmas issue, I loved it! The mag arrived with perfect timing, on my birthday. I was a bit disappointed by the hologram, I'd just got a much smaller version with CVG. Thank God you changed the layout of the reviews! The demo issue's reviews were a bit simplistic.

Why does every console mag seem to have an "exclusive" review of Sega Sonic? It reminds me of the papers.

Finally, are we going to see any more of Radion's cartoons? They were excellent.

Matthew, Bury St Edmunds, Suffolk  
**YOB:** Radion is a busy beaver, but we'll try and goad him into doing some more cartoon tomfoolery.

▼ Matt Godfrey drew this fine team picture.



▲ Tom Percival depicts Radion as a demented fetishist - how did he know?

## WWF SAD FLUFF DEBACLE

Dear YOB,

Connect the aerial lead from your Megadrive that goes to the

television and just put it on the aerial from your pocket TV (joining them with sellotape would work). Now tune your pocket TV in the usual way. When you've got Megadrive graphics on the screen, you can use the Megadrive joystick to play.

This will also work with the Atan ST and the Game Gear, so if you've got a pocket TV you can save money on a TV tuner. James Goff, Sheffield, Yorks  
**YOB:** What a retard.

## PIRATE CONSOLES

Dear YOB,

I am very, very annoyed. I have recently heard of the DAC Nintendo compatible. Surely you or Nintendo aren't going to let these fly by cowboys get away with this? They need their heads kicked.

Andrew Malvisi, Crieff, Scotland  
**YOB:** The great Nintendo legal steamroller is currently moving onto this subject as we speak.

Nintendo®

NEW FROM NINTENDO

GAME BOY™

YOU'D HAVE TO  
BE PLUMB CRAZY  
TO MISS A  
GAME THIS GOOD.

No one steals Mario's girl  
and gets away with it!

Grab your swimming  
trunks and flying  
goggles, and join  
our hero in his quest  
over dangerous  
territories to rescue  
his helpless  
sweetheart.

Alternatively,  
stay behind and  
play Super  
Mario Land  
on Game Boy.  
You'd be  
plumb crazy  
to miss it!



HOW MUCH  
FUN CAN  
YOU HANDLE?

NEW FROM NINTENDO

NEW FROM NINTENDO

# MEAN YOB!

## BURGER ME SIDEWAYS

Dear MEAN MACHINES,  
Your Oz Burger comp got me thinking. Meat companies always insist that their hamburgers contain real beef, but this can mean of any quality or any proportion of it. Most hamburgers actually contain very little meat. If you knew what the rest was you wouldn't want to touch it, let alone eat it. While the cows are alive they are continually injected with chemicals and hormones which then end up in your hamburger.

That's one good reason not to eat hamburgers, another is that meat companies exploit third world people. They clear forests and take land from poorer countries to graze cattle for hamburger chains. The people are then left with little or nothing to survive on so they end up having to destroy what is left of the surrounding environment.

If you do insist on eating meat then buy organic, it is healthier for you, kinder to the cow and fairer for the third world.

Information about organic meat and other organic foods, plus a safe list of meat (costing 2.00) can be obtained from:

The Soil Association, 86-88 Colston Street, Bristol. BS1 5SBB.  
Linda Walton, Bury St Edmunds, Suffolk.

YOB: I watched a programme on Channel 4 last year about how the burger chains make beefburgers. It pulled no punches in showing the disgusting way that cattle are killed and sliced up - sometimes while the beasts are still half alive - by people using giant chain saws. And while I'm wise enough to know that there's

nothing I can say or do to stop people from guzzling burgers, it is something you should think about. Why not occasionally try alternative fast foods, - or even try a spicy bean burger every now and then.

## ACTION REPLAY FOR SAD BABOONS

Dear YOB,

I have owned a Master System for two years now, and have decided to sell it and buy a Megadrive. Recently when I was reading the Christmas edition of MEAN MACHINES I noticed an advert called the Action Replay cartridge, so I read on. It says that it is a latest craze that lets you have unlimited lives etc. Is this a sad excuse for the manufacturers of said item to make a quick fifty pounds or am I wrong? I agree that for sad, shambling baboons of players (like the CVG lot) this would be a good idea, but won't this spoil the gameplay and lastability of your cartridge? I don't know a lot about the Action Replay cart but in my opinion it is a sad excuse for Sega hardware, when you spend forty pounds on a game you want total fulfillment out of it don't you?

Andrew Butterly, N Wales

YOB: I think the idea of the cartridge is that if you ARE a shambling baboon it lets you cheat away to your heart's content.

▼ Matt Godfrey returns!  
MARIO VS SONIC



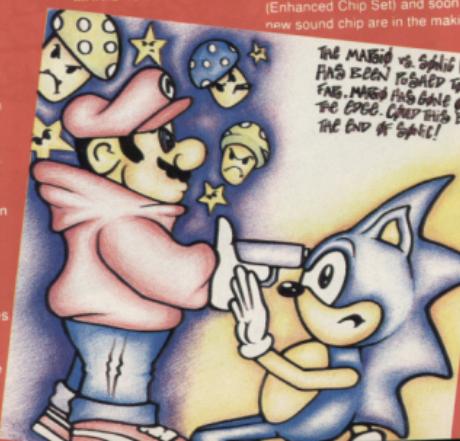
▲ Matt Godfrey returns!

## CONSOLE ACCELERATION

Dear MEAN MACHINES,

I don't know whether you have heard about accelerator boards available for the Amiga 500, 2000 etc but they enhance the speed at which the computers process data. So the Amiga 500 has a CPU speed of 7MHz and can be as much as 40MHz, also the ECS (Enhanced Chip Set) and soon a new sound chip are in the making.

*THE MARIO VS SONIC WAS FAB...MUCH FUN GAVE ME THE EPIC. LIVED THIS BE THE END OF SPACE!*



So to cut a long story short instead of Commodore just trashing the A500 and bringing out something else, they have just decided to update the chips in the machine. So why don't Sega and Nintendo and others do the same instead of just making a whole new machine??

The Megadrive may change the games world with its CD-ROM but with all this technology it is still only able to display 64 colours at once! The Neo Geo is able to display 4096 colours at once from a palette of 65000+ colours and shades, and that is a console alone. If you're to have huge CD-ROM games you need more than a farty 64 colours.

N Southern, Kirby in Ashfield, Notts

YOB: I asked Jazza and he says that the good thing about console games is that you can put improved chips into game cartridges - Nintendo's Super Mario III has an MMC6 chip with bigger memory, more colours and better sound capability than a normal Nintendo game chip. Sega are working on a new generation Megadrive games chip as we speak - we'll fill you in when we have more information.

# CONSOLE CONCEPTS

A DIVISION OF P.C. ENGINE SUPPLIES



Mail Order address  
Console Concepts  
The Village  
Newcastle-u-Lyme  
Staffs ST5 1QB  
(0782) 712759

SHOP HOURS (DEC)

Sat/Weekdays 9.00 - 5.30pm

Thursdays 9.00 - 5.00pm

LATE NIGHT WEDNESDAYS OPEN TILL 9PM

ORDER LINE 0782 712759 9am - 6.30pm (3 lines)  
EVENING HOTLINE (STRICTLY ORDERS ONLY) 0782 213993 6.00pm - 8pm

## MEGADRIVE TV VERSION



RUNS ALL GAMES  
JAP/UK/USA  
JOYPAD, POWER SUPPLY,  
FREE SONIC HEDGEHOG  
OR ANY GAME UP TO £31  
FREE DUSTCOVER  
FREE STEREO HEADPHONES  
12 MONTHS GUARANTEE

£135.00+P+P  
NEXT DAY DELIVERY



F1 GRAND PRIX  
MEGA DRIVE



ROBOCOC  
MEGA DRIVE



FIGHTING MASTERS  
MEGA DRIVE



CALIFORNIA GAMES  
MEGA DRIVE

## NEO GEO OFFICIAL UK VERSION (PAL OR SCART) CONSOLE

INCLUDES  
NEO GEO CONSOLE  
UK POWER SUPPLY  
1 JOYSTICK  
UK INSTRUCTIONS  
1 GAME (UP TO £120)  
YOUR CHOICE  
12 MONTHS GUARANTEE

£399.00+P+P



## MEGADRIVE TV VERSION DELUXE PACK

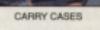
RUNS ALL GAMES JAP/UK/USA  
JOYPAD, POWER SUPPLY.

+ 2 FREE GAMES OF YOUR CHOICE  
UP TO £31 EACH  
FREE STEREO HEADPHONES  
FREE DUSTCOVER  
FREE EXTRA JOYPAD  
FREE DELUXE CARRY CASE  
(Holds Mega Drive, Games,  
Power Supply etc)

12 MONTHS GUARANTEE

£190+P+P

NEXT DAY DELIVERY



## SEGA MEGADRIVE



ROBOCOC  
MEGA DRIVE



FIGHTING MASTERS  
MEGA DRIVE



CALIFORNIA GAMES  
MEGA DRIVE

## PC ENGINE



PC ENGINE CD ROM



LYNX



PRINTER

## PC ENGINE



PC ENGINE CD ROM



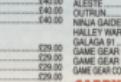
CARRY CASES



## NEO GEO

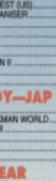


NEO GEO



PRINTER

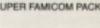
## GAMEBOY - JAP



GAME GEAR



CARRY CASES



## PC ENGINE GT HANDHELD

1 FREE GAME £250.00+P+P

## ATARI LYNX II

1 FREE GAME £115.00+P+P

## PC ENGINE SCART

+3 FREE GAMES  
(OUR CHOICE)

£100.00+P+P NEXT DAY DELIVERY

12 MONTHS GUARANTEE

EXCELLENT XMAS PRESENT

## SUPER FAMICOM SCART

INCLUDES SUPER FAMICOM, 2  
JOYPADS, POWER SUPPLY

2 FREE GAMES

12 MONTHS GUARANTEE

£270.00+P+P NEXT DAY DELIVERY

ORDER DETAILS: All consoles are despatched Parcel Force Next Day Delivery  
(Saturday delivery is extra £6.00) Cheques—Please allow 5 working days for clearance.

P+P: Consoles £10.00, Joysticks £2.50, Each game £1.00

Please state if you are a new customer or please quote your customer number.

WE RESERVE THE RIGHT TO ALTER PRICES WITHOUT NOTIFICATION



ORDER HOTLINE 0782 712759

VISA



Here we go again, with another steaming pile of questions for that long-suffering console genius Jazza. He's got his rather ripped, but extremely stylish special answering trousers of doom on and is, as we speak, ready to answer all your queries. If you've got anything to ask, write to: **MY LETTER CONTAINS MORE QUERIES THAN SAN FRANCISCO, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## ROD

Dearest Julian,  
Having adopted such a fawning tone, please help me out with these questions:

1. Given the following set of circumstances, would you recommend a Game Boy or a Game Gear?

I travel a lot and spend much time in hotel rooms, therefore battery life on either machine is not a concern, nor does the console strictly have to be pocket-sized. Also, since I have a Megadrive at home, I will only need purchase, at most, four or five games for my

hand-held, although they will have to long-term appeal.

2. Having played platform games since the days of "Manic Miner" and "Jet Set Willy", I am constantly on the lookout for games of this ilk which will afford me a real challenge and will last. Bearing in mind that I finished Sonic in two days after I bought it and Mickey Mouse on my sixth attempt, what would you recommend?

Recently a certain importer (who I shall mercifully allow to remain nameless) claimed that official UK Megadrives were both PAL and SCART at the same time. Is he talking a heap of trouser fudge as I sneakily suspect?  
*Stuart Cameron, Airdrie, Strathclyde*

JAZ: Ooooooo. A tricky one. I think that the Game Gear would be my choice, simply because you could get a telly adaptor too, just in case you were booked into a room which didn't have one. The other alternative is to buy a Megadrive hard carry case and take it along with you! That certain importer is speaking the truth, by the way. All you need is a Megadrive SCART connector (most specialist computer shops have them) and Bob's your Uncle: fab-u-los SCART-o-vision.

## MEMBER

Dear Jaz,

My mate and I often argue about these things so please could you give us an honest answer?

1. Which is worst, Shadowgate or Dark Castle?
2. Which machine generally has tougher games, the Master System or the NES?
3. Is the Commodore CDTV a feeble effort that the Megadrive CD ROM will blow away?
4. Is Master System California Games better than the NES version?

5. Sum up in one word, each game, what you thought of Ace of Aces and Nintendo World Cup.

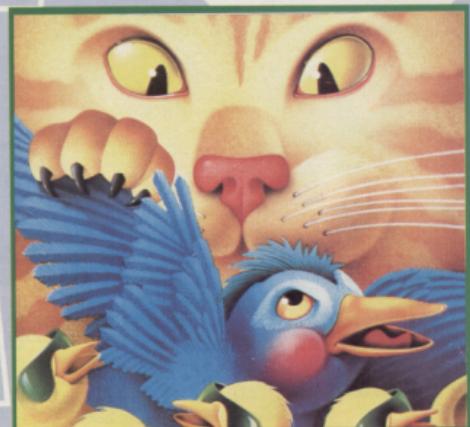


**Tim Spencer, Nottingham**

JAZ: 1. A difficult one. On the one hand, Dark Castle is slightly better because at least you can laugh at its comically tragic sound effects. But then again because Shadowgate is a Nintendo cartridge it's big enough to use as a teapot stand - Dark Castle, being a Megadrive cart, is too small for the job. Hmmm. 2. NES. 3. Yep. 4. Yep. 5. Ace of Aces is a horribly disgusting pile of steaming cack and Nintendo World Cup is a vile waste of cash that should never have seen the light of day



IT'S A Sad Thing That  
Your Adventures Have  
Ended Here!



## PISTON

Yo Jazza!

I have a question which I'd like you to answer.

In issue 13, you reviewed Flicky for the Megadrive. You gave these awards to it:

PRESENTATION: 29%  
GRAPHICS: 31%  
SOUND: 31%  
PLAYABILITY: 94%  
LASTABILITY: 93%  
OVERALL: 92%



## DANGLE

Dear Jaz:  
I own a Megadrive and was wondering if my favourite coin-op, Sengoku, will ever appear on it. Also will the Super Famicom, Neo Geo or the PC Engine ever come to Australia? I think MEAN MACHINES is a great magazine, keep up the good work.  
Steven Cuttriss, Muswellbrook, Australia

JAZ: Sengoku? No chance - that's a Neo Geo game. The Super NES will be in release in Australia later this year.



How can this be? You should judge a game by all its good or bad features, not just the good features. Well, how do you make out the overall percentage?  
Paul Lim, Birmingham, W Midlands

JAZ: Doh! We do judge a game by its good and bad features, which is why it scored so badly on graphics and sounds. But when it comes down to the bottom line, it doesn't matter how brilliant or cack the graphics and sound are, it's the gameplay that's the greatest. You can have the greatest graphics and sound in the universe, but they're worth

nothing if the game is dreadful to play. On the other hand, if the game is mega-addictive (like Flicky), you can still really get enjoyment out of the game even though it looks rubbish. The overall rating is an independent mark which indicates what we think of the game itself - whether it's fun and addictive, or a pile o' cack that you'll become bored of within minutes.



## LIMP

Dear Jazza,  
I have some questions for you to answer and I want some straight answers.

1. Will these games be coming out for the Master System: Streets of Rage, Final Fight, James Pond, Pond II Robocod, Simpsons the coin-op and Golden Axe II and if not why not?

2. Why isn't there any karate beat 'em ups on the Master System recently released?

3. Is the rumour true that the price of Sega games will be coming down in the next year or so?

A Dawson, Unstone, Sheffield

JAZ: 1. Out of all those games, only the Simpsons and Streets of Rage will appear on Master System, and neither will be ready until September! 2. Dunno. 3. Possibly.

## HARD

Greetings mortal human, I've got some questions.

1. Why do you print games with low ratings? I mean why should you do reviews on games that are absolutely crap?

2. Is there any chance of a Moonwalker 2 coming out on the Megadrive?

3. Is there going to be a Link (Zelda) III on the NES?

Sir Goo Gutskweaker the third, the Netherlands

JAZ: 1. So you know that you shouldn't buy them, you stupid clog-wearing, edam-eating cretin. 2. No. 3. Yes, it's available on import now and is officially released in August.

## THROBBING

Dear Jaz,  
I am your number one fan. So for that I was wondering if you could answer these questions.

1. If the Mario Bros (Mario and Luigi) had a fight against Alex Kidd and Sonic the Hedgehog who would win?

2. Which games are better the Alex Kidd adventures or the Mario adventures?

3. Which console is better for graphics, sound etc the Sega Master System or the Nintendo NES?

4. Is a colour Gameboy coming out and is it better than the Game Gear?

Greg Brown, Weymouth

JAZ: 1. What sort of a dumb-ass question is that? How the hell should I know? 2. The Mario games dump on Alex Kidd adventures from a great height. 3. NES for sound, Master System for graphics. 4. Don't know - Nintendo are still working on the colour Gameboy.



Hiya! Welcome to the February edition of the Tips Section, packed with amazing hints and tips for your console. We've got some completely amazing specials this month including amazing Player's Guides of Donald Duck: Quackshot, Marble Madness and the awesome F-22 Interceptor! Remember, each month we're doling out £150.00 worth of software for the best tips we receive. This month, the goods are winging their way to Justin Harris from Leeds for his F-22 stuff. Just think, if you pull your finger out, next month, it could be you!



"Steve" from Walthamstow sent in this tip that actually allows you to play a mini game of Fantasy Zone on this golf simulation! I know it sounds like a bit of a spin, but we haven't got the cartridge to test it on - doh! Still, give it a whirl - it might just work...

Start the game and take 100 strokes (without sinking the ball). When it says GAME OVER, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT and button A. The screen should change, enabling you to play Fantasy Zone, or so "Steve" reckons any way.



This game is probably one of the most involved arcade adventures you can buy for your beloved Megadrive. Paul Connor from Skerton in Lancaster has decided to share his fine knowledge of the game to you lesser mortals out there. First of all, he's provided the complete solution to the last level.

The dragon's lair is located in the centre of the bottom room. It's in the form of a pit. Don't swing out - let your staff snap and you should fall into the lair. Select Blink magic and use all six spells, then select fire magic, which will protect you from the next blast. Now hold up the amulet, but don't read the runes. Now Mordamir appears and purloins your amulet. Select statue magic and use it three times. Now select the sonic spell, which protects you from the sonic sounds Mordamir chuckles at you. After this use statue magic twice again as Mordamir blasts you. The skeleton at the left will now fly at you, so use your last statue magic. Now take the amulet from Mordamir using the magnetic spell, and that's it - easy!

And if you're stuck earlier on in the game, try out these mega codes!

#### LEVEL TWO:

757FC10006F70

#### LEVEL THREE:

6E1EC21000E10

#### LEVEL FOUR:

D9BE53101EB0

#### LEVEL FIVE:

B57F943000EB0

#### LEVEL SIX:

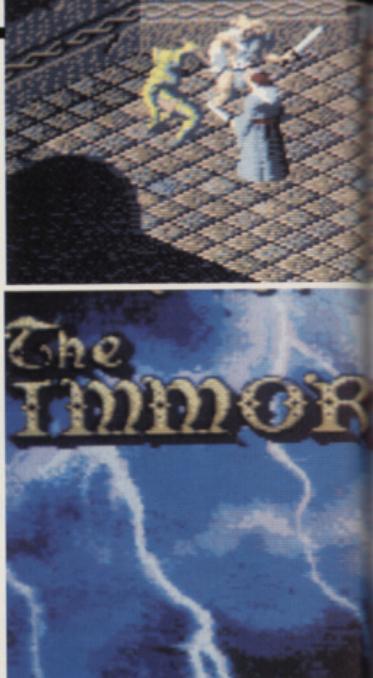
563FF53010A41

#### LEVEL SEVEN:

C250F63010AC1

#### LEVEL EIGHT:

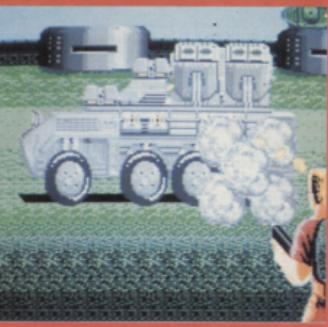
E011F730178C1





# DYNAMITE DUKE

Christopher Keenan from Glasgow sent in this fine tip for the game known in our three dimensions as *Dynamite Duke*. Press the C button ten times on the title screen, then choose the OPTIONS. Press C ten times again and you should see a new selection on the menu - SUPER OPTION. Choose this and can choose the final missions with loads of extra lives and continues. Cor!





Word reaches our ears of a super mega weapon in Granada X. On level two of this tank-based eight-way scrolling blaster, go to the end of the pole on the left-hand wing and wait for five seconds. The weapon will float onto the screen and connect to your ship! This is the only spot in the game where you can pick up this weapon.



## ROAD RASH™

Someone who forgot to include their name (but lives in Middle Herrington, Sunderland) sent in these Road Rash tips to complement the two page Player's Guide we printed a couple of issues back. Thanks, whoever you are!

### LEVEL ONE

This is really simple. Build up lots of cash on this level, but DON'T buy the Banzai bike. Save your cash and buy the Kamikaze motorcycle, by just racing on the easy levels. This bike should be able to outclass all of the level two bikes. Once you've got this bike, complete the other levels and press on to level two.

### LEVEL TWO

As with level one, just save as much cash as possible. When you get your hands on £12,000, get some more money in case of fines and buy the Shuriken 1000 bike - this is one mean speed machine! The handling may be a bit dodgy but you need the speed to outclass the level three riders.

### MEAN MACHINES 34



### LEVEL THREE

The Diablo 1000 bike, the most powerful of all, can be bought on this level. Keep on saving. You get £2,225 for every win so it shouldn't take you long. So, with this bike, you don't really need tips for the next two stages do you, eh? Still, to get this far without even trying, enter this code:

10000 03JA1  
00305 371VU

# \*\*\* DISCOUNT CONSOLES \*\*\*

\*\*\* ACCESS \* CREDIT CARDS LINE - 081 341 6767 \* VISA \*\*\*

## \* NINTENDO FAMICOM \*

FAMICOM - SCART	
inc one free game.....	199.99
FAMICOM - PAL 1 VERSION	
inc one free game.....	224.99
(FREE GAME IS OF OUR CHOICE).	
SCART LEAD.....	19.99
AUDIO LEAD.....	16.99
CONTROL PAD.....	9.99
AUTOFIRE PAD.....	14.99
AUTOFIRE CONTROLLER 14.99	
J.B. KING J'STICK.....	59.99
PHILIPS 8833 MK 11/1084.....	14.99
USA GAME CONVERTOR.....	19.99

ADVENTURE ISLAND.....	49.99
BIG RUN.....	39.99
DUMBELLA.....	29.99
DARIUS TWIN.....	39.99
DIMENSION FORCE.....	39.99
GOEMAN WARRIOR.....	44.99
GRADIUS III.....	39.99
JOE + MAC.....	P.O.A.
J. MADDEN F/BALL USA.....	44.99
KICK-OFF.....	49.99
LAGOON.....	49.99
LEMMINGS.....	49.99
PILOT WING.....	44.99
PRO SOCCER.....	34.99
PRO WRESTLING.....	44.99
RPM RACING - USA.....	44.99
SUPER D.O.F.....	39.99
SUPER MARIO 4.....	44.99
SUPER R-TYPE.....	39.99
SUPER TENNIS.....	44.99
* ACTRAISER.....	39.99
* BASEBALL.....	39.99
* CASTLEVANIA 4.....	49.99
* F. ZERO.....	39.99
* FINAL FIGHT.....	44.99
* POPULOUS.....	34.99
* SIM CITY.....	39.99
* H N SQUADRON.....	44.99
* GHOULS & GHOSTS.....	49.99
* USA VERSION ALL4.99 EACH	

RING FOR LATEST

USA GAMES

WHY PAY MORE  
WHEN YOU CAN  
PAY LESS AT  
DISCOUNT  
CONSOLES

## \* NINTENDO GAMEBOY \*

GAMEBOY + BATTERIES +	
HEADPHONES.....	59.99
AS ABOVE + ANY GAME.....	79.99
GAMEBOY + BATTERIES +	
HEADPHONES.....	64.99
2 PLAYER LEAD.....	64.99
LEAD + TETRIS.....	7.99
AC/DC POWER SUPPLY.....	6.99
CASE BOY.....	9.99
CLEANING KIT.....	7.99
GAMEBOY POUCH.....	9.99
GAMEBOY PROTECTOR.....	5.99
LEATHER CASE ALLCASE.....	19.99
LIGHTER (IMAG + LIGHT).....	14.99
NEFOX GARRY CASE.....	12.99
RECHARGEABLE BATTERY PACK.....	25.99
TOTE HARD CASE.....	14.99

BOOMERS ADVENTURE,	
DAEDALION OPUS, DR MARIO,	
DEMONIC WARRIOR, DUSTY,	
ALIEN, KUNG FU MASTER,	
MERCENARY FORCE,	
QUARTH, REVENGE OF	
GATOR, TASMANIA STORY,	
WIZARD + WARRIOR	
ALL ABOVE £19.99 EACH	
BART SIMPSON, BASEBALL,	
BATMAN, BATLE TOADS,	
BILL + TED,	
BLADES OF STEEL,	
BO JOHNSON, BOXXLE,	
BUBBLE BOBBLE, BUGS	
BUNNY II, CASTLEVANIA II,	
CATRAP, CHASE HQ,	
CHOPLIFTER II,	
COSMOTANK, DEAD HEAT	
SCRAMBLE, DOUBLE DRAGON	
II, DRAGONS LAIR,	
DUCK TALES, F1 RACER	
GARGOYLES QUEST,	
GHOSTBUSTERS II,	
GREMLINS 2, HOME ALONE,	
IN YOUR FACE, KICK OFF,	
KILLER TOMATO,	
MEGA MAN II, MICKEY MOUSE,	
NEMESIS, NINJA BOY,	
OPERATION CONTRA,	
PACMAN,	
PRINCESS BUBBETTE,	
A BIRD IN THE	
RADAR MISSION, ROBOCOP,	
ROBOCOP II, ROGER RABBIT,	
R. TYPE, SCRABBLE, SHADOW	
WARRIOR, SKATE OR DIE,	
TAIL GATOR, WORLD	
BOWLING,	
WWF WRESTLING,	
ALL ABOVE GAMES HAVE	
ENGLISH INSTRUCTIONS	
ONE FOR £24.99	

## \*\* SPECIAL OFFERS \*\*

### \*\* JAPANESE GAMEBOY VERSIONS \*\*

BATMAN.....	19.99
CASTLEVANIA 2.....	19.99
CONTRA.....	19.99
DOUBLE DRAGON 2.....	19.99
ENDER BROS.....	19.99
MARIO LAND.....	17.99
NEMESIS.....	19.99
PACMAN.....	19.99
TEENAGE TURTLES.....	14.99
TETRIS.....	14.99

## \* PC ENGINE \*

PC ENGINE CORE GRAFIF 11	
PLUS FREE GAME.....	139.99
4 PLAYER ADAPTOR.....	19.99
CONTROL PAD.....	14.99
POWER SUPPLY UNIT.....	12.99
PRO 1 JOYSTICK.....	14.99
SOFTWARE FROM.....	19.99

## \* PC PORTABLE GT \*

PORTABLE GT.....	P.O.A.
2 PLAYER CABLE.....	14.99

## \* ATARI LYNX \*

LYNX 11.....	84.99
AC / DC MAINS PSU.....	9.99
RECHARGEABLE BATTERY	
PACK.....	44.99
APB.....	29.99
BLOCKOUT.....	29.99
BLADES.....	29.99
NINJA GAIDEN.....	29.99
PACLAND.....	29.99
WARBIRDS.....	29.99
HARD DRIVING.....	29.99

## \* SEGA GAMEGEAR \*

GAMEGEAR SYSTEM.....	94.99
2 PLAYER CABLE.....	9.99
AC / DC POWER SUPPLY.....	7.99
WIRELESS CONTROLLER.....	19.99
RECHARGEABLE BATTERY.....	29.99
WIDEGEAR ADAPTOR.....	9.99
BIG WINDOW.....	14.99
T.V. TUNER.....	94.99

## \*\* GAMEGEAR ADAPTOR TO RUN

## MASTER SYSTEM GAMES. 19.99

AXE BATTERL.....	29.99
BASEBALL.....	22.99
BESTIARIS.....	19.99
DONALD DUCK.....	19.99
DRAGON CRYSTAL.....	22.99
FANTASY ZONE.....	22.99
GALAGA 91.....	22.99
GOLF.....	22.99
LOC.....	22.99
HALLEY WARS.....	22.99
JOE MONTANA.....	22.99
LEADERBOARD.....	22.99
MICKY MOUSE.....	22.99
MONDO PRIX.....	19.99
NINJA GORILLA.....	22.99
OUTRUN.....	22.99
PACMAN.....	22.99
SHINOBi.....	22.99
SPACE HARRIER.....	22.99
WONDERBOY.....	19.99

## \* NEO-GEO \*

NEO GEO SYSTEM PAL OR SCART	
OFFICIAL UK VERSION.....	299.99
MEMORY CARD.....	34.99
SOFTWARE FROM.....	99.99

## \* SEGA MEGADRIVE \*

** IMPORTED VERSION **	
MEGADRIVE + CONTROL	
PAD + POWER SUPPLY	
UNIT.....	*** £99.99 ***

CONTROL PAD.....

12.99

MEGADRIVE CONVERTOR.....

9.99

ARCADE POWER STICK.....

39.99

SOFTWARE.....

JAPANESE VERSION

UK VERSION

VERSION

ALIEN STORM.....

29.99

ALTERED BEAST.....

29.99

ATOMIC ROBOKID.....

29.99

BARE KNUCKLE.....

34.99

BATMAN.....

34.99

CALIFORNIA GAMES.....

34.99

CRACK DOWN.....

19.99

CURSE.....

19.99

DANGER. SEED.....

19.99

DARIUS 11.....

34.99

DARVIN 4081.....

19.99

DEVIL FURISH.....

39.99

DYNAMITE DUKE.....

29.99

DJ BOY.....

19.99

ELEMENTAL.....

19.99

MASTER.....

19.99

ESWAT.....

19.99

E. A. ICE HOCKEY.....

34.99

F22 INTERCEPTOR.....

34.99

GAIN GROUND.....

24.99

GAIPERS.....

29.99

GHOSTBUSTERS.....

29.99

GOLDEN AXE.....

24.99

GOLDEN AXE II.....

34.99

GYNQOL.....

29.99

HARD DRIVING.....

31.99

HARDBALL.....

24.99

HELLFIRE.....

24.99

IMMORTAL.....

39.99

INSECTOR X.....

19.99

JOE MADDEN 11.....

36.99

KA GE KI.....

24.99

LAST BATTLE.....

19.99

MAGICAL HAT.....

19.99

MARVEL LAND.....

29.99

MERCIS.....

34.99

MICKEY MOUSE.....

24.99

MIKE DITKA.....

34.99

MOONWALKER.....

19.99

MYSTIC DEFENDER.....

24.99

OUTRUN.....

29.99

POW GOLF.....

34.99

PHANTASY STAR III.....

44.99

RAIDEN TRAD.....

24.99

8 MEG.....

29.99

RASTAN SAGA 2.....

19.99

ROAD RASH.....

34.99

SAINT SWORD.....

29.99

SHINING + DARKNESS.....

49.99

SONIC HEDGEHOG29.....

34.99

SPIDER LIGHT.....

39.99

STRIDER.....

29.99

TOE JAM & EARL.....

30.99

WHIP RUSH.....

19.99

WONDERBOY 3.....

29.99

WRESTLE WARS.....

34.99

XDR.....

19.99

ZANY GOLF.....

24.99



# ARCADE SOFTWARE



201/202 SHOPPING HALL MYRTLE ROAD EAST HAM LONDON E6

TEL 081 471 8900/081 470 4313 FAX 081 471 8900

## MEGADRIVE

MEGADRIVE + JOYPAD  
£102.99

### JAPANESE GAMES

SPECIALS	
ALIEN STORM	23.99
DARK CASTLE	23.99
DUCK TRACEY	15.99
GOLDEN AXE II	29.99
JEWEL MASTER	23.99
MOONWALKER	15.99
QUACKSHOT	29.99
SHADOW DANCER	16.99
STRIDER	23.99
ST SWORD	23.99
SPIDERMAN	27.99
MERC'S	29.99
BARE KNUCKLE	28.99
HELLFIRE	16.99
TECMO WORLD CUP '92	33.99

1ST WITH NEW  
RELEASES

## MASTER SYSTEM

SUPER KICK OFF	CALL	SUPER SPACE INVADERS	CALL
SONIC THE HEDGEHOG	24.99	G-LOC	24.99
ALIEN STORM	24.99		
DONALD DUCK	CALL		AVAILABLE
OUTRUN EUROPE	CALL		

BACK CATALOGUE AND NEW TITLES ALSO  
AVAILABLE

## GAME GEAR

GAME GEAR BIG BOX  
WINDOW MAGNIFIER  
£24.99

MAINS ADAPTER  
£9.99

SEGA GAMEGEAR +  
MASTER GEAR & FREE  
MAINS ADAPTER  
£107.99

MASTER GEAR PLAY  
MASTER SYSTEM  
GAMES ON YOUR  
GAME GEAR  
£19.99

### CARRYBAG HOLDS GAME GEAR

MASTER GEAR AND GAMES..... 18.99  
CAR ADAPTER..... 5.99

NINJA GADEN	19.99
SHIMBO	19.99
HALLEYS WAR	19.99
FREE TENNIS	19.99
WORLD LEADERBOARD	22.99
MONACO GP	17.99
WONDERBOY	17.99
SONIC THE HEDGEHOG	22.99
DONALD DUCK	21.99
SPACE HARRIER	21.99
HALLEY WARS	21.99
BERLIN WALL	18.99
HEAVY WEIGHT CHAMP	21.99
ALESTE	21.99

BACK CATALOGUE  
NEW RELEASES STOCKED

PLEASE SEND COUPON TO:  
ARCADE SOFTWARE 201/203 SHOPPING HALL, MYRTLE ROAD,  
EAST HAM, LONDON E6

ITEMS REQUESTED

1

2

3

4

CARRIAGE: £5.00 PER MACHINE: £1 PER GAME

TOTAL SENT: CHEQUE/POST ORDER/ CREDIT CARD

## GAMEBOY

GAMEBOY + TETRIS +  
HEADPHONES + 2  
PLAYER LEAD & MAINS  
ADAPTER  
£66.99

LIGHTBOY  
£13.99

NEW HYPERBOY  
(MAGNIFIER,  
LIGHTBOY & ARCADE  
STYLE JOYSTICK  
£49.99

MAINS ADAPTER  
£9.99

DOUBLE DRAGON 2..... 21.99  
WWF..... 21.99  
MEGAMAN..... 21.99  
ROBOCOP 2..... 21.99  
TURTLES 2..... 21.99  
HOME ALONE..... 21.99  
TERMINATOR 2..... 21.99  
DUCK TALES..... 21.99  
PRINCE OF PERSIA..... 21.99  
BATTLE TOADS..... 21.99  
FACEBALL 2000..... 22.99  
BILL ELLIOT RACING..... 21.99  
MARBLE MADNESS..... 21.99  
ADAMS FAMILY..... 21.99  
NINJA GADEN..... 21.99  
THE SIMPSONS..... 21.99  
TIMEBOY KEYRING..... 3.99

OTHER TITLES PLEASE  
PHONE

## NINTENDO

NES ADVANTAGE  
JOYSTICK  
£32.99

BOY & HIS BLOB..... 25.99  
BUBBLE BOBBLE..... 20.99  
DONKEY KONG CLASSICS..... 17.99  
DOUBLE DRAGON..... 28.99  
DOUBLE DRAGON II..... 28.99  
GOAL..... 32.99  
GREMLINS II..... 32.99  
MEGAMAN II..... 32.99  
PUNCH OUT..... 20.99  
SOLSTICE..... 25.99  
SUPER MARIO II..... 32.99

SUPER OFF ROAD..... 20.99  
CAPTAIN SKYHAWK..... 25.99  
TURBO RACING..... 26.99  
BOULDER DASH..... 25.99  
PODGER GAMES..... 32.99  
SKI ON DEP..... 23.99  
TOP GUN II..... 23.99  
SLIME SHADOW..... 28.99  
LONG MAN..... 28.99  
POWER BLADE..... 28.99  
NINJA GADEN..... 28.99  
TURTLES I..... 32.99

POWER GLOVE  
CALL

## ATARI LYNX

LYNX II  
£74.99

LYNX KIT CASE  
£14.99

NINJA GADEN..... 24.99  
BLOCK OUT..... 24.99  
NFL FOOTBALL..... 24.99  
APB..... 24.99  
ORD GOLF..... 24.99  
AWESOME GOLF..... 24.99  
CHESS..... 28.99

CHEQUERED FLAG..... 24.99  
ROLLING THUNDER..... 24.99  
SCRAPYARD DOG..... 24.99  
TOURNAMENT CYBERBALL..... 24.99  
TURBO SUB..... 24.99  
VINDICATORS..... 24.99  
WARBIRDS..... 24.99  
WORLD CLASS SOCCER..... 24.99  
XYBOTS..... 24.99  
PACLAND..... 24.99  
MAINS ADAPTOR..... 9.99

NEW RELEASES  
STOCKED

SHOP PRICES WILL VARY

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

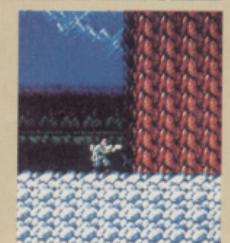
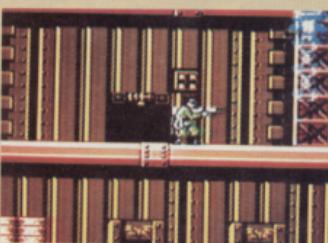
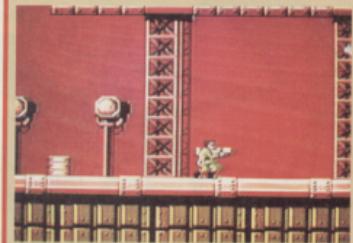
CREDIT CARD NUMBER \_\_\_\_\_

CARD EXPIRY DATE \_\_\_\_\_

SIGNATURE \_\_\_\_\_



Lee Davis (for it is he) from Blythe has a cool cheat for Bionic Commando - the fine Capcom platform game. When you lose all of your lives and the GAME OVER screen appears, keep your finger on the A button. When the title screen appears, press START quickly and behold - you should have nine continues! What's more, you can keep on doing this for ever and ever! Wa-haay!



## Isolated Warrior™

This forced perspective 3D blaster received quite a respectable mark when we reviewed it in MEAN MACHINES a good while back. John Stonebridge from Deal in Kent obviously thinks it's pretty good, because he's sent in the complete set of codes!

**LEVEL TWO:** 1227 or 5963

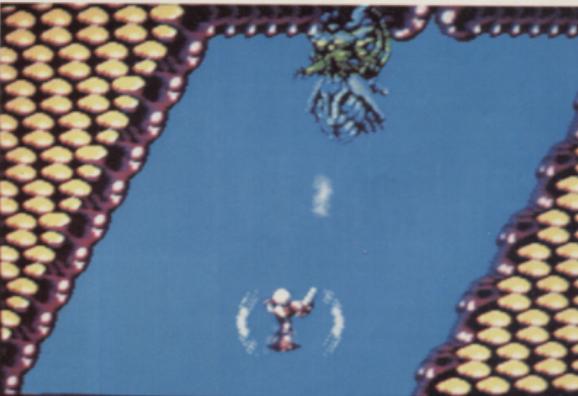
**LEVEL THREE:** 0501 or 4126 or 8920

**LEVEL FOUR:** 0705 or 0948

**LEVEL FIVE:** 2168

**LEVEL SIX:** 0666

**LEVEL SEVEN:** 1192



As a test of ultimate dexterity, Marble Madness can't be beaten. Although there are only six levels in every console version of the game available (Megadrive, Nintendo, Gameboy and out soon on the Master System), each is a real challenge to your games playing abilities! Bernard Johnston from Swansea sent in this topper guide to this ball-rolling extravaganza! Cheers, Bernard.

## LEVEL 1 PRACTICE RACE



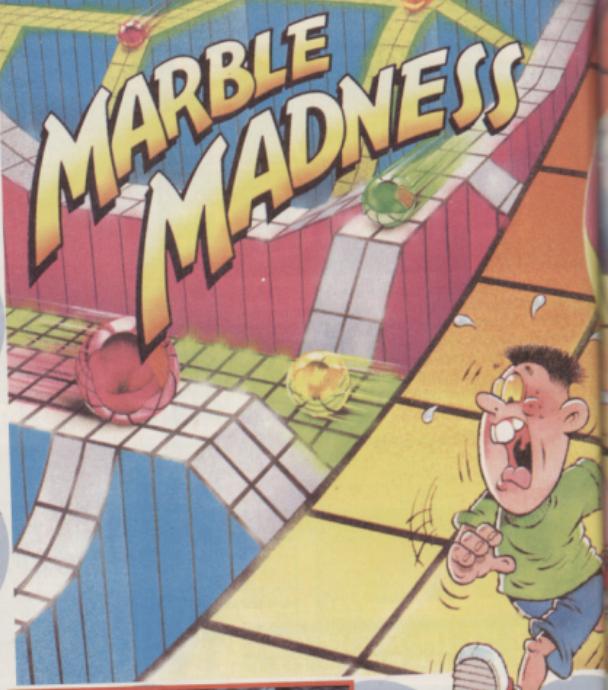
Obviously, this is the easiest race in Marble Madness. Aim to complete this race as quickly as possible, missing out on any collision with the safety rails. You should be able to finish this race with 54 seconds remaining. This level also has a gateway to the secret watery level (there's a special MEAN MACHINES prize to the first reader who can find out how to get there and write in telling us).

## LEVEL 2 BEGINNER RACE



Practice swerving around the first few objects and avoiding the black marble running up the first slope. A good head start during the first part of this level builds up precious seconds.

MEAN MACHINES 38

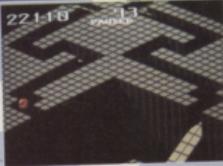


Avoiding these sucker creatures is simplicity itself. Time your approach to this ramp so that it's lowered when you speed past. Take that chute on the right to save seconds.



This whirlpool arrangement is best dealt with by skimming along the left-hand side - you should just miss the hole and reach the GOAL! with ease. Hopefully, you'll have around 60 seconds of time to spare as well.

## LEVEL 3 INTERMEDIATE RACE

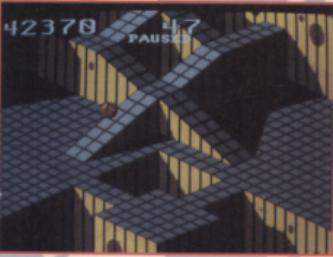


This is definitely a speed race. The first few hazards are designed just to slow you down rather than cause any head-scratching puzzles.

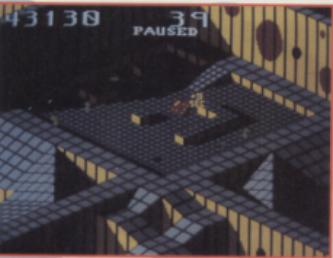
You can avoid having to use the wave machine, but it does save time - and those valuable seconds do come in handy. There's no clear tip here. Just practice using the machine and you should get the hang of it pretty easily. By the end of the level, you should have around 75 to 80 seconds left!



## TIPS

LEVEL  
5SILLY  
RACE

"Everything you know is wrong" is pretty pathetic advice for this round. Just remember that gravity has been reversed, making it actually easier to go up the ramps!

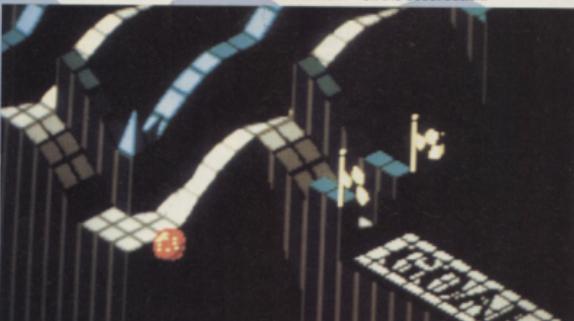


This pit of little meanies is your life line. Try to squash as many of these little blighters as possible as they each endow you with two or three extra seconds! Don't take too long though, or the advantage is lost. When you reach the GOAL! flag, you should have around 65 to 70 seconds spare.

LEVEL  
4AERIAL  
RACE

These vacuum cleaners are the biggest problem. Just keep the boost button pressed and speed through. Watch out for the corners though!

This catapult springs you straight into black marble territory. Don't try to take it on. Just take the left route and roll as fast as possible!

LEVEL  
6ULTIMATE  
RACE

These disappearing blocks are a real test of your ball-controlling abilities, and it's here that your hard-earned extra seconds come in handy. The best tip is just to take it easy and keep your finger off the boost button.





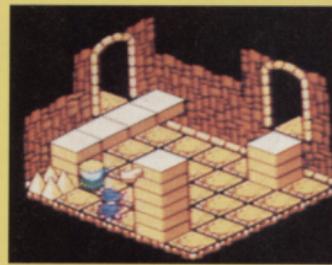
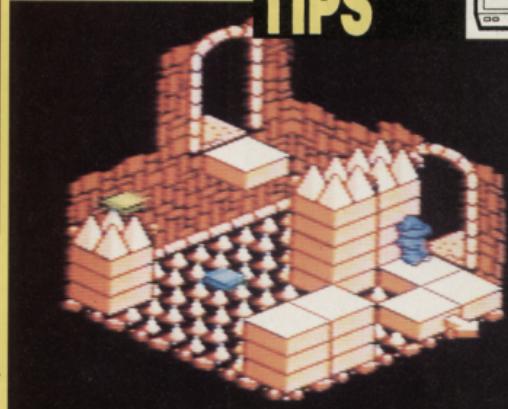
# Solstice



Here's a particularly complex cheat to get you infinite potions and wizards on this mega topper exploration game by Software Creations. Push **SELECT** to go to the sub-screen and enter the following combination.

**B, START, START, B, B, START, START, B, B, START, START, START, B, START, B, START, START, START, B, START, B, START, B, START.**

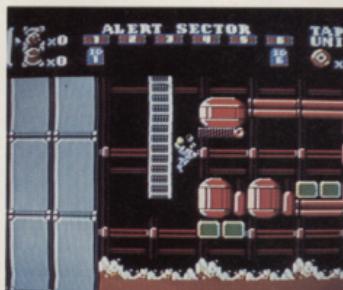
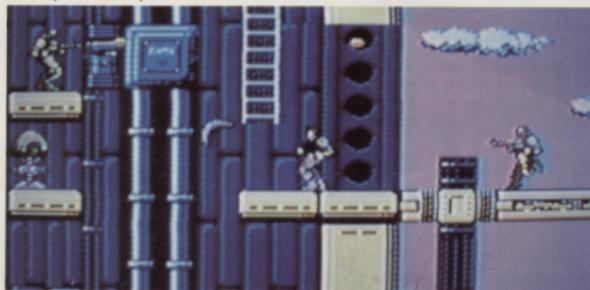
You should know if the cheat has kicked in because the screen will flash. Now just return to the game and every time you want your lives and potions topped up, just press **SELECT**! Thanks to Shane Smith from New Zealand for this tip!



# POWERBLADE

Shane Smith from New Zealand sent in a whole heap of NES cheats old and new. Perhaps the most interesting were these codes 'n' tips for this newish game.

First of all, to get a sound test, hold down **UP-RIGHT** on control pad one and then press **SELECT**. Now press **DOWN-LEFT** and **SELECT** on control pad two, and press **START** on controller one.





Electronic Arts came up with the first Megadrive flight sim, and it's a real cracker (scoring 93% in MEAN MACHINES). However, unless you set every option to EASY, it's a bit of toughie, so we decided to bring you this mega tips special. Enjoy!



# F22

## INTERCEPTOR

### F22 DAMAGE

It's quite difficult to keep a track of the damage your F22 sustains. This means it's quite difficult to predict how much more damage your fighter can take. Use the PAUSE screen to have a look at how battle damaged your F22 is. If it has damage all over, call in the tanker for refuelling and repairs.



### REFUELING ACTION



Initially, docking and refuelling with the tanker is quite a difficult task. The key is to finish the preceding mission with the horizon perfectly level in front of you. You always begin the next mission at the same angle, so if you're level, you're automatically straight behind the tanker. Now just accelerate a tad and you're refuelling before you know it!



## LANDING YOUR F22

Landing in F22 Interceptor is usually very simple, as you begin your descent in exactly the right position. Like refuelling though, remember to stabilise the horizon in the preceding mission, otherwise your approach to the runway is immediately spoiled.



### GUIDED MISSILES

Maverick missiles need to be manually guided into their targets. Unfortunately, these missiles are not very good at moving in any direction other than forward. That being the case, always move the target into the centre of the crosshairs before firing, otherwise the chances are you'll miss completely and look like a right spaz. Using Mavericks on airborne targets isn't very clever. Only try this as the (very) last resort.

### AIR-TO-AIR ACTION



### THE ACES' CHALLENGE

The Aces' Challenge is the most incredible test of air-to-air combat skills known in the world. The four most dangerous pilots take to the skies, challenging you to blow them up - by using your cannon alone! After all four aces are defeated, you fight two are once and the final challenge is all four of them up against one of you (try out this password to get you straight there: MH01M3). Suffice to say, the most important thing to do is to save your cannon fire. You've only got 300 rounds per ace! Here are the best tactics for taking out each:

## TIPS



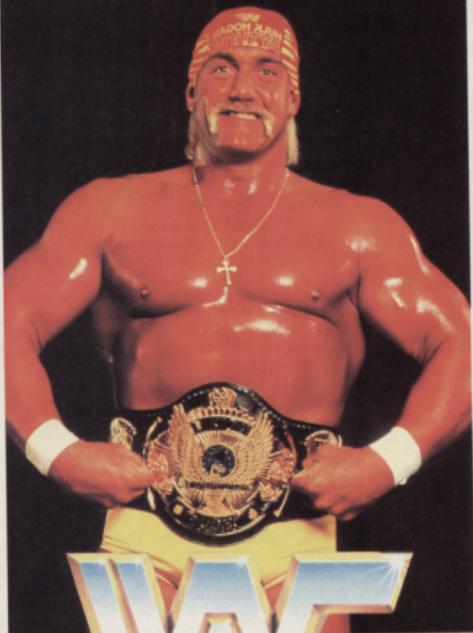
The American ace is the deadliest of all, flying an F22 - just like you! Simply twisting around in the air trying to get him in your sights is a waste of time (use the outside perspectives to see what we mean). Running away is probably the best tactic, using the breathing space gained to get the American ace in your sights. He's got to follow you, and it's at this point when he's still quite a way off, that he's at his most vulnerable. Good luck!



The Korean ace flies a dangerous MiG 27, handling it like a real pro. Should you just follow the red box in order to zero in on him, you'll doubtlessly find yourself pointing at the sun. While you're blinded, he acts, blowing you out of the sky! If you're having problems, just thrust away from him and turn to face him normally. Your F22 can take more damage than his MiG.



Flying a deadly MiG 29, the Soviet ace is faster and far more dangerous than the Korean professional. Should you choose to follow your computer radar to catch this guy, you soon feel the effects of red-outs and black-outs. Use the same tactic as the Korean ace to blow this sucker out of the sky, but barrel roll as you face him, cannons blazing, to avoid most of his flak and cause some serious damage.



Mr Sean Devoy from Newmarket in Suffolk sent in this little cheat for WWF Wrestling on the Nintendo. On an eight bout match, get out of the ring. The other wrestler should now follow. Quickly get back in and jump back out again. Now keep your opponent from re-entering the ring and he should be counted out and disqualified. You can do this with every opponent & beat the game easily. Funnily, enough this works on the Gameboy version of WWF Superstars too!



## NINJA BOY

The boy Russell Goodchild also sent in a little tipette that should help out frustrated Ninja Boys out there. To get unlimited continues, when the GAME OVER screen appears, hold down A, B, and START.

## CASTLEVANIA II

Nathan Beet from Wootton Bassett near Swindon sent in some groovy code for what must rank as one of the best platform games available for the Gameboy. Watch out though - our word processors can't replicate the code symbols the game uses, so H is supposed to be a heart, O is an orb, C is a candle while B is a blank space.

### HHHH

This code brings up the sound check.

### HHOB

Entering this allows you access to the cloud level.

### HOCH

This takes you to the last level!

## GAMEBOY

### LOCK 'N' CHASE

Yet more Gameboy-related tip-dealing from the man known as Mark Gilleece from Dublin. To gain access to the harder levels press A, A, B, B, A, B, B on the title screen and you're away! Blimey.

### BATMAN

Recently released officially, this Sunsoft platform game is pretty excellent indeed. It's also known for its completely fab music (still some of the best ever produced for the ol' Gameboy). To access the sound test and listen to all of the music at your leisure, hold down UP, RIGHT, and START on the title screen. There you go. Now perhaps you could hook your Gameboy up to your 1000 watt stereo and have a good dance (?). Thanks to Russell Goodchild from Princes Risborough for that.

### NEMESIS

Mark Gilleece is a pretty polite chap, "I submit the following tips that they should be of some use to fellow Gameboy players". For Nemesis, press START during play to pause the game then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A and then press START again and you should be blessed with a complete complement of power-ups! Coincidentally, the same cheat works for the PC Engine and Nintendo versions of the game...

### SUPER MARIO LAND

According to the official Nintendo charts (as published each month in MEAN MACHINES), Super Mario Land is always the best-selling card every month (?). If that's the case, these tips should come in handy for lots of people, eh? Follow these guidelines to visit EVERY bonus room in the game!

WORLD 1-1: Pipes three and six are the ones for you.

WORLD 1-3: Pipe nine contains the goodies.

WORLD 2-1: The first and last pipes yield results.

WORLD 2-2: Once again, the first and last pipes are the ones to check out.

WORLD 3-1: You guessed it - the first and last pipes.

WORLD 3-2: Only pipe seven need be checked.

WORLD 3-3: The fourth pipe you pass on your travels should be tried.

WORLD 4-1: The first and thirty-fourth pipes come up trumps.

WORLD 4-2: The twelfth and second pipes are tops in the bonus department.





# 'Play me I'm a Miracle'

I'm the most amazing piano ever. The first-ever piano that actually teaches you how to play me. In fact I undertake to make a proficient player of any child or adult who follows my unique system of progressive lessons. Devised and written by professional music educators. My secret: video games technology to make the whole thing fun, fast and enjoyable. Using my Artificial Intelligence Technology to monitor each lesson to build a series of personalised exercises - just for you. Not to mention my State of the Art stereophonic sound with over 100 instruments, sounds and effects. And I'm Midi compatible - naturally. Then there's my unique sensitive professional keyboard with full-sized keys that respond to your touch just like a piano. My musical repertoire of over 50 pieces. Experience a demonstration of my superb teaching and performing powers at selected stores. I'm not so much a present - I'm a lifetime's gift.

For use with Nintendo, Commodore Amiga and P.C. formats. From £249.00.

THE  
**MIRACLE**  
PIANO TEACHING SYSTEM



For your nearest Miracle stockist  
call 0444 246333 or 021 625 3344.

## The first piano that teaches you how to play it.



# Quackshot

クリシア王の秘宝

STARRING  
Donald Duck



1 TRANSYLVANIA



Boasting cartoon-quality graphics and groovy music, Donald Duck: Quackshot is proving to be right popular with Megadrive gamesters. We've had two in-depth guides from James Norton of Ruislip and Neil Fletcher from Solihull. This month, we'll print the complete solution, but you'll have to wait until next month for the necessary tactics to do over the end-of-level bosses! But for the time being, check out this master plan, starting at Transylvania!



Complete the first two easy sections, and then on the level after the water stage put on your bubble gun and shoot all the blocks along the way. Finally you'll find a block that doesn't explode. Jump onto it and you'll find that it takes you up. Use your plunger to climb through the gap and exit through the door on the right. The next level is pretty simple. On the stage following that you'll face up to another big blue ghost. Keep walking right until you find a hole in the ceiling. Climb through it using your plungers. At the top, take the door to the right. Go through this to face up to the evil Count Dracula!



Continue as far as you can until you meet a duck sitting on a cushion. Accept his challenge and you appear on a new stage with the number "1" above all doors. Choose the last door. Now number "5" appears above all the doors. Go left a short way and collect a chicken, then enter through the only door remaining to the right. Now the number "2" appears above all the doors. Choose the second to last door (the third one) and exit. The number "6" now makes its presence felt. Use the third door to the right. Slide through a passage and jump up to reach the end-of-level boss - the tiger! Once he's been defeated collect the Sphinx Tear and travel to Egypt.



# MEGADRIVE

# TIPS



牛寺集

## 4 VIKING SHIP



Go as far as possible into this level until you come across the upset Viking. Use the key here to unlock the door. Once inside, walk left and climb down a ladder. Waddle left so you're facing the wall and use your plungers to climb up a bit. Walk through a hidden passage which leads to the Viking. Kill him and collect the green plunger from the good Viking. Make your way back to the South Pole.

## 5 SOUTH POLE



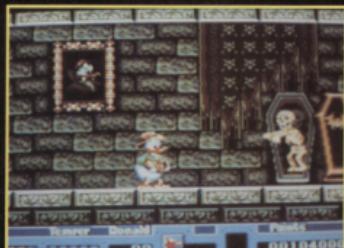
Continue from where you left off on this level and use your green plunger on the bird (stand underneath it to do this). Make your way to the other side of the level. Now walk right until you can go no further. Smash the cubes using the bubble gun. Keep blowing up the cubes until you come across the Viking diary. Make your way to the surface and walk right. You should be instantly warped to a new level.

## 6 THE HIDEOUT



There shouldn't be many problems on this level. Just go right until you enter a room where you face up to the evil Pete himself! Kill him, and use the diary to whisk yourself away to Treasure Island!

## 3 EGYPT



Use the Sphinx Tear to enter the door previously locked, later on in the level. Once inside, continue all the way until you have to duck to continue. Go right and you'll find yourself having to repeat this again. This time jump up and use your plunger. You should collect an extra life and some other goodies. Continue until you have to drop down and land onto a ledge on the right. Walk right and you come to a place with four blocks in the ground. Act quickly here, by first jumping on the sun block, then do the same to the moon and the star blocks. This stops the ceiling from falling in on you. Collect the Sceptre of Ra and climb down to the mine cart level. Once you're free to call the 'plane, make your way to the South Pole. Using the Sceptre of Ra, melt the ice around the imprisoned key and collect it. Now call the 'plane and head for the Viking Ship.



## 7 TREASURE ISLAND



Again, you shouldn't have too many troubles with this level. Just continue your waddling activities until you come to a moving wall. Use your plunger to climb up through the gap in the ceiling. Now duck and slide right. You should be on the edge of a cave. Jump around a little bit and a block should appear. Move to



Those evil Xenites are back, and this time they're twice as deadly! After having their baboon asses well and truly dusted in Xenon I (a computer game which never appeared on the consoles in any form at all), they retreated and regrouped, coming up with an even more dastardly plan for universal domination!

And what a plan it is! Their new blueprint for cosmic supremacy involves striking at the heart of the Earth Empire by blowing up massive bombs throughout the planet's past history, thus making it an easy target in the future. To give their dangerous scheme an even bigger chance of success, they've also deposited massive laser-spewing forces to guard the bombs, along with gargantuan end-of-level bosses!

As you may have gathered, behind the scenario lies a vertically scrolling shoot 'em up, boasting five levels of explosive blasting mayhem all backed by a Megadrive rendition of Megablast - the ball-bouncing, brill Bomb the Bass theme tune!



▲ The first boss is eassyy!



# XENON II

## COMMENT



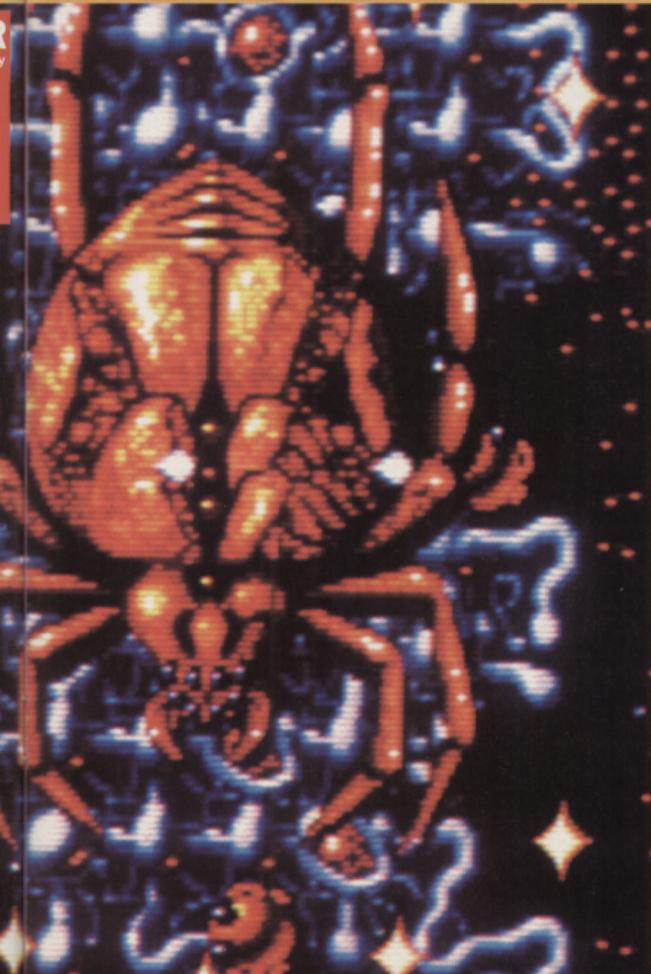
**JULIAN** The unusual, but superb graphic style puts this a cut above most Megadrive up-the-screen scrollers. Just a swift glimpse of the screenshots is enough to show you that it's a veritable eyeball feast, with excellent backgrounds and some outstanding sprites, particularly the end-of-level bosses. The game runs along at a fair lick, with plenty of baddies whizzing around and the Xenon ship pumping out a barrage of laser and missile death, and on higher difficulty levels the action provides enough challenge to test your blasting skills but is still enjoyable enough to keep you playing without getting frustrated. The only disappointment is the slightly juddery scrolling, but since the action is of such good quality I think most Megadrive shoot 'em up fans will happily overlook that flaw.

## BOOM-SHANKER

Xenon II is packed with very nasty bosses to blow up. The first boss to catch your photon-related attention is a massive laser-splitting shellfish of doom. However, this is pretty pathetic compared to later bosses that include the like of flying crabs (??), web-spinning spiders and serpentine alien battle cruisers!



# MEGABLAST



## REVIEW



### CRISPIN'S LASER DEATH SHOPPE



During the game, cash is instantly added to your bank account by blasting entire attack waves or blowing up multiple hit meanies. After a boss has been annihilated, the Xenon ship is instantly warped to Crispin's Laser Death Shoppe, where weapons are both bought and sold. Watch out though, Crispin's prices are extortionately high and he doesn't pay much for second-hand gear.

### BLAZING LASERS



Bolt-on lasers are the most powerful weapon in Xenon II, cutting through meanies like a hot knife through butter. Once powered-up to its limits, it's a formidable force.





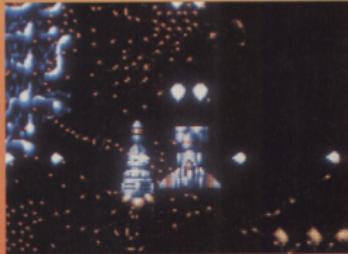
## REVIEW

## LASER DEATH AHoy!



The Xenon craft's main laser is pretty weedy to start off with, but after successive power-ups (and the additional double-shot pod), it becomes a force to be reckoned with (or run away from).

## SIDE 'N' REAR ACTION



Pods can be installed to power-up side and rear fire on your Xenon craft. However, you cannot have both mounted on your ship at the same time - doh!

## MAKE IT MINE



Mines are a pretty useless addition to the Xenon ship, making it impossible to mount a rear-fire laser. Controlling the mine drone is difficult owing to the fact that while you're moving it around, your ship is uncontrollable, and thus defenceless.

## COMMENT



RICH

I enjoyed the Amiga version of this game a great deal when it first came out two years ago, and this Megadrive version is just like a speeded-up version of the 16-bit classic. Perhaps the best things about the game are the distinctive graphics (no other Megadrive game has a style to match these classy visuals) and the vast amounts of weapons the game offers. On the minus side, there's nothing here in the gameplay stakes that hasn't been done on the Megadrive before - and the jerky scrolling just can't be forgiven. I was hoping that Mirrorsoft were going to jazz up Xenon II a tad with more levels and smoother gameplay - after all this is almost exactly the same as the Amiga version and far more expensive! Shoot 'em up fiends will get plenty of enjoyment out of this, but I was hoping for a little more.

## CANNONS ON A STICK



Cannons don't take as many power-ups to reach their optimum level. The cannon shell always explodes on contact with its first target (while the laser cuts through).

## BACKWARDS

Xenon II is quite different from its vertically scrolling peers in that it's actually possible to scroll the screen backwards. This comes in handy for running away from any nasty alien legions that could spell your doom. Later levels have more than one route to the end, or even dead ends, forcing you to go backwards and retrace your steps.

XENON  
MEGABLAST

PROGRAMMED BY

BY: MIRRORSOFT

PRICE: £34.99

RELEASE DATE: FEBRUARY

GAME DIFFICULTY: EASY/MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: OKAY

1  
PLAYERS

## PRESENTATION 73%

*A few options on the title screen to tweak, but the actual presentation is quite dull.*

## GRAPHICS 90%

*Stylish graphics abound with highly detailed sprites and excellent backdrops.*

## SOUND 69%

*The Bomb the Bass Megablast theme tune is rather poor and the sound effects are pretty dull.*

## PLAYABILITY 84%

*Instantly addictive, with great shoot 'em up action and some superlative weaponry.*

## LASTABILITY 81%

*The EASY level is perhaps too easy, but the later difficulty levels keep the challenge going.*

## OVERALL 82%

*A great-looking shoot 'em up that should keep blasting fans happy for quite some time!*

## TELEGAMES



THE VIDEO GAME SPECIALISTS  
FOR OVER 12 YEARS

### NEW FOR LYNX

**CHESS** Based upon the most powerful chess playing technology from the laboratories of Fidelity Electronics - the main manufacturers of dedicated chess computers and the developers of the only USCF Certified Master Rated (2535) Program. This is the most powerful chess game available!

**QIX** featuring QIX, its instant offspring SPARKS by clearing their territory before they tag you. Hundreds of levels of increasing intensity will shatter your nerves while stunning sound effects and a variety of patterns will rattle your brain. A practice mode sharpens your strategy

**Europe's largest stock of consoles  
and games for -**

SEGA MEGA DRIVE



INTERACTIVE

MATTEL

NINTENDO

GAMEBOY

Game Gear



INTERACTIVE

NINTENDO

MASTER GEAR

in stock NOW!!

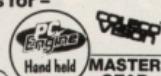
NINTENDO

SEGA

LYNX

SUPER FAMICOM

NINTENDO



PC SUPER GRAFX

Remember - if it's a game - it's at Telegames!!

For games list send S.A.E. stating which console to our Head Office

**HEAD OFFICE AND MAIL ORDER -**  
WIGSTON, LEICESTER LE8 1TE  
Telephone (0533) 880445/889989

TELEGAMES  
SHOPS AND  
SUPERSTORES AT -

RAYMARKET CENTRE  
LEICESTER

KILBY BRIDGE (ASD)  
WIGSTON, LEICESTER

TELEGAMES  
DIVERGENCE CENTRE  
PETERBOROUGH

# MEGA COM

### DISTRIBUTION LIMITED

13 MANSFIELD ROAD, NOTTINGHAM, NG1 3FB

TEL: (0602) 475151 / 484988 FAX: (0602) 475353

TRADE ENQUIRIES WELCOME!!

WHY NOT VISIT OUR SHOP AT THE ABOVE ADDRESS?

FREE GIFTS GIVEN!!!!

FIRST COME - FIRST SERVED

SEGA MEGADRIVE PAL OR SCART  
VERSIONS RINGS TO MEGADRIVE  
GAMES JAP / UK / USA  
FREE BARE KNUCKLE  
OR  
SONIC THE HEDGEHOG  
OR  
SHINOBII OR ANY GAMES UP TO £30  
1 YEAR GUARANTEE £124.99 + P+P  
SEGA MEGADRIVE PAL OR SCART

VERSIONS. RUNS ALL MEGADRIVE  
GAMES JAP / UK / USA.  
FREE MAGICAL HAT  
OR  
ARROW FLASH  
OR  
WHITE RUSH  
WONDERBOY III  
1 YEAR GUARANTEE £114.99 + P+P  
+CD ROM IN STOCK NOW!!

GAMEGEAR	£84.99 + P+P
SUPER FAMICOM - 2 GAMES	£245.99 + P+P
GAMEBOY WITH TETRIS	£64.99 + P+P
NEO GEO	£269.99 + P+P
PC ENGINE (WITH GAME)	£124.99 + P+P
MEGADRIVE CD ROM	IN STOCK NOW
SUPER NES NINTENDO + SUPER MARIO WORLD	£125.99 + P+P

LATEST HAND HELD GAME FROM JAPAN ....  
TWIN BRICK !! MORE INFORMATION GAMEBOY TETRIS ....  
ONLY £29.99

WE TRY TO UNDERTAKE ANY LEGITIMATE PRICE FOR ANY  
CONSOLE OR CARTRIDGE.

ALL CONSOLES ARE DELIVERED NEXT DAY.  
P+P FOR CONSOLES £1.00 THIS COVERS INSURANCE.  
P+P FOR GAMES £1.00 PER GAME ORDERED

ORDER HOTLINE: (0602) 475151, 10AM - 5PM. (0850) 336568 AFTER 5PM

# ANY 1 FREE MEGADRIVE GAME

GAME	PRICE	No.	GAME	PRICE	No.	GAME	PRICE	No.
668 ATTACK SUB	£39.99	012	M1 BATTLE TANK	£39.99	045	ROADRASH	£39.99	176
BATTLE SQUADRON	£39.99	024	GOLDEN AXE II	£39.99	071	ROBOPOL	£34.99	177
BLOCK OUT	£34.99	020	GAIN GROUND	£34.99	072	SHADOW DANCER	£34.99	181
BONANZA BROTHERS	£34.99	026	JEWEL MASTER	£34.99	101	STAR CONTROL	£39.99	187
CALIFORNIA GAMES	£39.99	031	MERC'S	£39.99	131	TOE JAM & EARL	£39.99	191
DICK TRACY	£39.99	045	MYSTIC DEFENDER	£34.99	132	TURRICAN	£39.99	192
ESMAT	£34.99	056	MOON WALKER	£34.99	139	TRUXTON	£34.99	196
FANTASIA	£39.99	063	REVENGE OF SHINOBII	£34.99	173	THUNDERFORCE 2	£34.99	199

SEND TO CENTURION SOFTWARE CLUB P.O. BOX 2443 TAMWORTH B77 1ES. Yes please accept me as a member and send me the three following games:-

No.  FREE No.  YOUR CHOICE No.  YOUR CHOICE

I enclose a cheque/p.o. for my two choices + 3.50 p + p.

As a member I agree to buy at least 3 regular price games per year for the first two years only. **THIS IS MY ONLY COMMITMENT.** I am not obliged to order every month.

If I do not wish to receive the editors top recommendation I may say so on the order form provided. Please tick if you wish to receive information on any of the other following software clubs:-

NINTENDO  SEGA MASTER  GAMEBOY  
 GAMEGEAR  SUPER FAMICOM

Mr/Mrs/Miss/Ms .....

Address .....

..... Post Code .....

Signature .....

I am over 18 years of age

We regret this order cannot be accepted without a signature. All orders are subject to acceptance. Please allow up to 28 days for delivery. Offer applies to U.K. + BPPO only. P + P and insurance charges quoted are based on rates at the time of going to press and may vary.

### WHEN YOU BUY TWO!

Select any two of these top SEGA software games and choose 1 absolutely **FREE**. As a member of Britain's leading software club you will receive a monthly magazine packed with over 100 best selling software games, many offered at big discounts + special member bonus offers. Each month we will make one recommendation for your collection. If you would like to order something different or do not want to order that month, just let us know. And remember, your only obligation is to buy three regular priced software games per year for the first two years! All games listed above are U.K. versions. Latest imports available in monthly magazine.

For other software brands available  
please see order form opposite.

CENTURION  
SOFTWARE CLUB



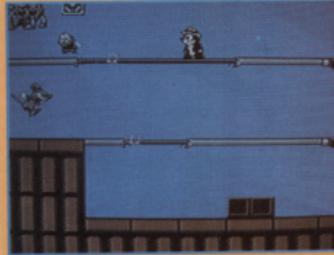


When their next door neighbour's cat goes missing, Chip and Dale, the Rescue Rangers instantly volunteer to get her back. But what seems like a routine mission swiftly turns to disaster when Chip and Dale discover that their evil arch-enemy Fat Cat took the cat to keep them occupied while he kidnapped their good friend and inventor, Gadget. Now the two rodents have got to rescue Gadget before Fat Cat forces her to invent something really evil...

The one or simultaneous two-player action takes place over a series of platform levels, with Chip and Dale being guided through the hazard-laden environment. Not only are there traps a-plenty, each level is also inhabited by hordes of Fat Cat's minions all out to thwart Chip and Dale's heroic antics! Can they rescue Gadget and teach Fat Cat a lesson he'll never forget, or will it be the obese feline who wins the day?



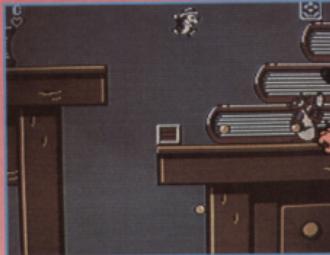
## PLAYING WITH YOUR ZIPPER-FLY



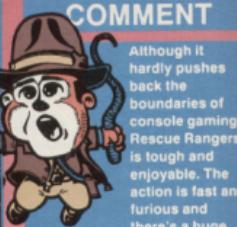
▲ Zipper blats those robotic meanies.

Chip and Dale aren't alone in their mission. Their pals also join in a myriad of ways. Gadget has managed to leave behind handy items around which can be picked up to help defeat key enemies or pass certain traps, such as the rubber ball which can be used to avoid the deadly clean-o-matic brush and polish guardian! More help is at hand courtesy of Zipper the insect who hides away in large boxes and grants temporary invincibility to anyone who finds him. Finally, there's Monty the mouse. Find him and feed him some cheese and he runs ahead of you in a mega cheese trance, smashing a hole in any unpassable piece of scenery!

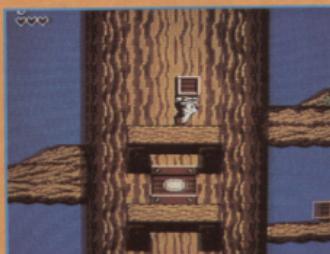
# RESCUE



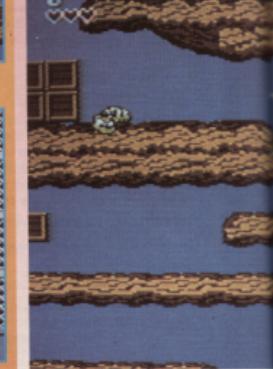
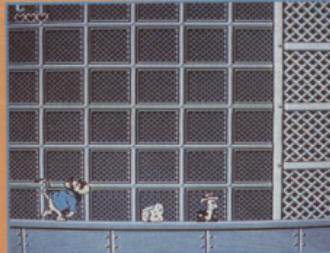
▲ Ch Ch Ch Chip goes into leap mode when faced with Kangaroo danger!



**JULIAN** *COMMENT*  
Although it hardly pushes back the boundaries of console gaming, Rescue Rangers is tough and enjoyable. The action is fast and furious and there's a huge playing area to explore. The idea of incorporating simple puzzles into the game is a good one, and while they're hardly taxing, they help add variety to an otherwise pure platform game. The graphics and sound are of the usual Capcom high quality, particularly the sprites, which although small, feature nice detail and animation. If you're a platform game fan, this is well worth checking out.



▲ What helpful item or character is concealed on that lower branch I wonder?

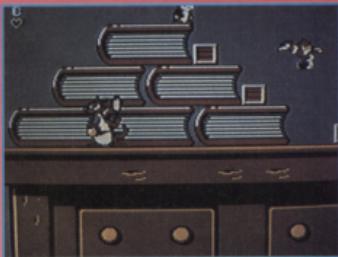




# RANGERS



▲ Plenty of crate-related laughs in store here.



▲ Watch out, or that Kangaroo'll splat you with his balls!

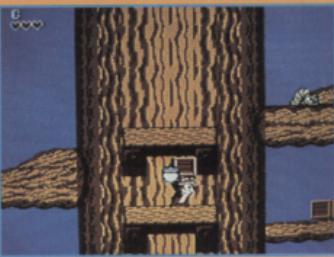
## CHIP OR DALE, THAT IS THE QUESTION

Rescue Rangers is a one or two-player game, which means that both Chip and Dale can fight evil together. If you're on your own, you've got the choice of either Chip or Dale (both seem to have virtual identical characteristics).



## CRATE FUN FOR ALL

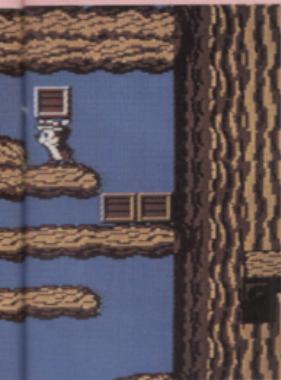
Dale makes himself scarce as the flying squirrels close in.



▲ Ooh, grab that acorn, Chip-baby.

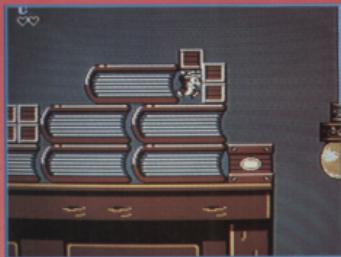


Chip and Dale may be small, but they're not defenceless. Many crates and discarded apples litter the landscape, and either of our rodent chums are capable of lifting these items and hurling them at their enemies. As if this weren't enough, smaller objects such as crates and breeze blocks can be ducked behind to provide shelter from marauding baddies.

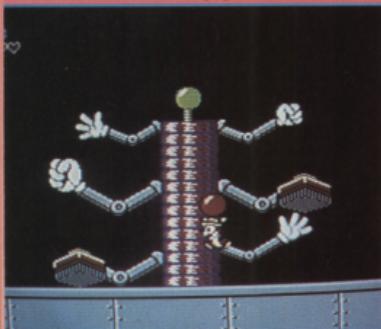




## REVIEW



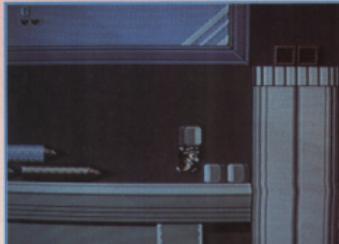
▲ Looks like Dale's boxed himself in just as he reaches the exciting light bulb level.



▲ Is it Gary's mother?

## BRAIN-RELATED HANKY PANKY

It's not all reflex-related action in *Rescue Rangers* - there are also puzzles aplenty. For instance, to pass one part of the Laboratory level a giant beaker must be negotiated. This piece of glassware is far too high to jump, but eagle eyed players will notice the line of three blocks next to it. The trick is to pile the blocks into a tower, thus making passage simple! Other puzzles include such terrors as learning how to turn off a multitude of traps by the use of skilful jumps.



## TOP ICON BONANZA



Crates are very useful for defence purposes, but there's more to them than that. Secreted in many of them are bonus-giving icons. Flowers grant extra points at the end of the level, acorns replenish your energy and stars grant extra lives should enough be collected. If you're really jammy, you might even run across bonus twinkly stars! These items float across the screen at random times and reward the collector with a handy 1 up!

## COMMENT



### RAD

*Rescue Rangers* is good enough to stop it getting lost in the crowd. The graphics are quite good, with small but detailed sprites and cartoonish robots. The sound is adequate too, with a decent rendition of the *Rescue Rangers* theme playing throughout the game. But what sets *Rescue Rangers* apart from other NES platformers is the speed of gameplay and the level of challenge. The game is really fast-paced with Chip and Dale zipping around the screen at a great rate of knots. It's also one of the most difficult Nintendo platform games to date; the action never lets up and keeps you constantly on your toes. Chip and Dale is a recommended purchase, providing you're not yet tired of platform games.

# RESCUE RANGERS

BY: CAPCOM  
PRICE: £34.99

RELEASE DATE: FEBRUARY  
GAME DIFFICULTY: MEDIUM  
LIVES: 3

CONTINUES: 3  
SKILL LEVELS: 1  
RESPONSIVENESS: RATTY QUICK

1-2  
PLAYERS



## PRESENTATION 76%

*Character selection and lengthy story unfolding between levels, but no options.*

## GRAPHICS 81%

*Small but detailed cartoon-style sprites. The scrolling is very smooth and the animation is pretty decent.*

## SOUND 72%

*The theme tune is accurate and true to the original cartoon series but tends to grate after a couple of sessions.*

## PLAYABILITY 88%

*Fast moving and very addictive from the start, with lots to see and do.*

## LASTABILITY 87%

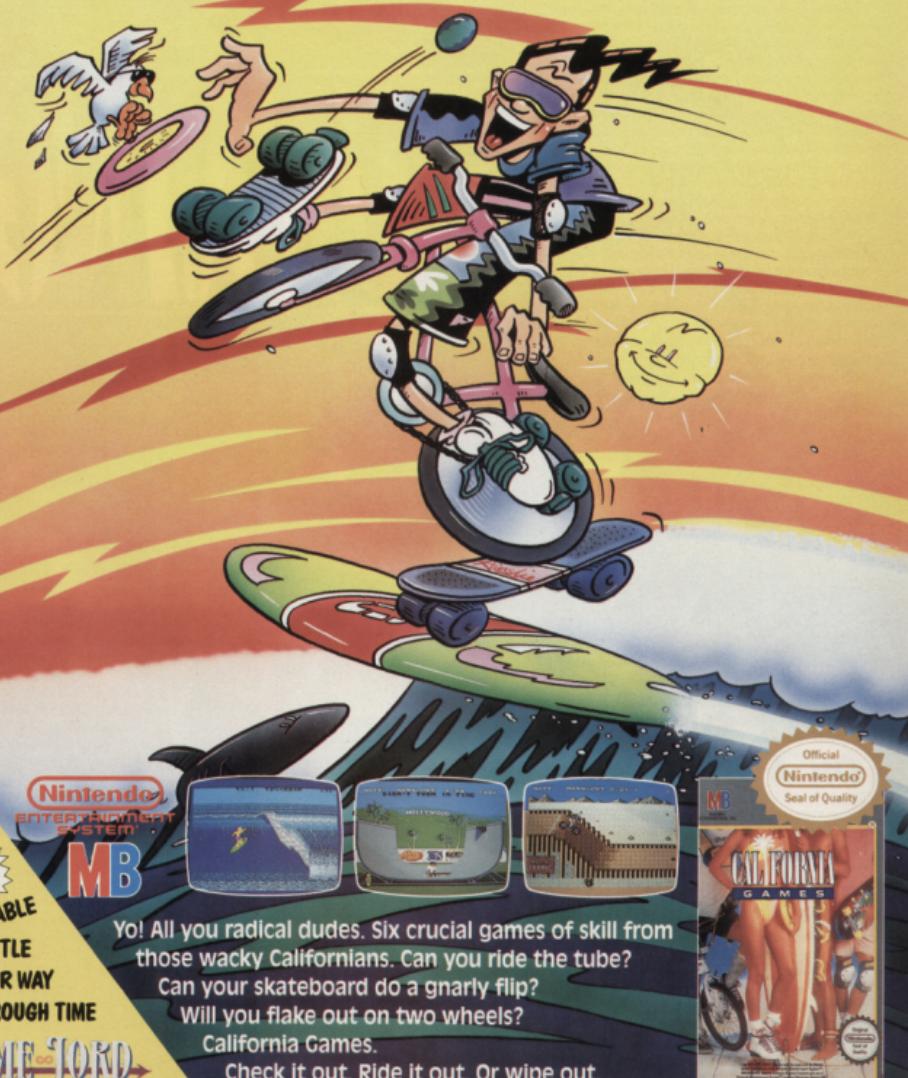
*Each of the many levels is long and packed to the gills with challenge - platform fans should be in their element.*

## OVERALL 88%

*Not groundbreaking but very good nonetheless. Fun to play and long-lasting.*

# CALIFORNIA GAMES

## Can you ride it out?



Nintendo  
ENTERTAINMENT  
SYSTEM

MB

NOW  
AVAILABLE  
BATTLE  
YOUR WAY  
THROUGH TIME

TIME LORD

Yo! All you radical dudes. Six crucial games of skill from those wacky Californians. Can you ride the tube?

Can your skateboard do a gnarly flip?

Will you flake out on two wheels?

California Games.

Check it out. Ride it out. Or wipe out.



Official  
Nintendo  
Seal of Quality



## REVIEW

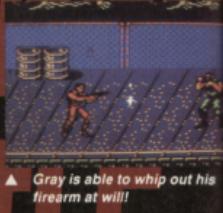
The Dark Zone, once known for its complete lack of crime, has been invaded by a gang led by a strange criminal overlord known only as M. The police, suddenly overwhelmed by the crime wave, are not surprisingly completely powerless. This doesn't stop one particularly hard cop, Sergeant Brody, attempting a one-man assault on the overlord's criminal infested强holds. Unfortunately, upon entering the danger zone, he is immediately blown away by an Uzi-wielding, sharp-shooting maniac. Such is life, and indeed death, for that matter.

His best friend and partner, known only as Sergeant Gray, witnesses the brutal murder and attempts to do something about it. Using his martial arts skills and tough cop training he decides to avenge his dead chum by infiltrating all five of M's bases, kicking the waste products out of his cronies and finally facing up to M himself in a horrific final conflict.

The actual gameplay is pretty simplistic. The player controls Gray, who runs around the horizontally scrolling platform landscapes using his punching and kicking skills on the chins of the various criminals who accost him on his travels. This may sound pretty easy, but M's been expecting something like that and he's placed his best henchmen at the end of each level. They're just itching to kick Gray's ass up and down the many streets that make up the Dark Zone...



▲ Sergeant Gray ducks to avoid enemy fire. Perhaps now he should beat up his assailant?



▲ Gray is able to whip out his firearm at will!

## RUNNING



## COMMENT

Running Battle's special suits, different weapons and beat 'em up action may sound like a recipe for a superb game, but unfortunately it's all half-baked. The sound is a ghastly boombing cacophony, the background graphics are rubbish and the animation on the poorly-drawn sprites is wooden - the only decent bit is Sgt Gray's laughable epileptic fit attack that masquerades as a special move.



## JULIAN

And to cap it all, the gameplay is very poorly designed. During the level the baddies are completely pathetic and offer no resistance, whereas the end-of-level bosses are really tough, which makes play very frustrating and annoying. When it comes to the crunch, Running Battle seems to be half finished. With some graphical and gameplay tweaks it could have been pretty neat, but sadly it's not to be and the end product is a mediocre, irritating and horrible-looking beat 'em up which falls well short of its potential.

SUPER SUITS  
ON A STICK

Should you chance across a fine SS icon, Gray is immediately endowed with a Super Suit. This boosts his attack strength fourfold, and makes his defensive moves twice as effective. The best icon to find is marked SR. The effects of this are dramatic. Gray's running speed becomes near lightning speed and he won't fall through holes in the scenery! As an added bonus, Gray is also invincible and enemies die on contact. Watch it though - there's a strict time limit for your killing spree.



▲ Leaping enemies accost Sergeant Gray in this fun-filled, action-packed adventure.

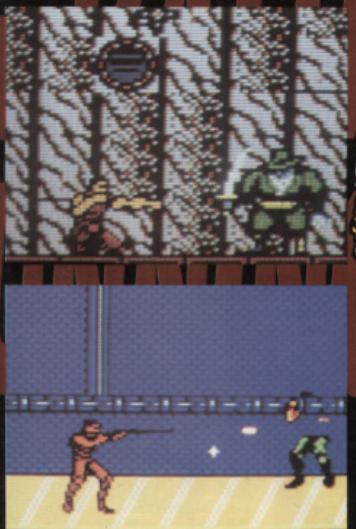
SEGA

# REVIEW



牛集

# BATTLE



## SHOOTING WEAPONS

Located around M's stronghold are two different types of powerful weapon. The 9mm Beretta is very common on the earlier levels, and comes with thirty bullets (rather than fifteen in the magazine and one down the pipe like the real thing). If you're lucky, you should be able to get hold of the Uzi. Its bullets are far more powerful, but only ten rounds are supplied.



## COMMENT



**RICH** Running Battle ranks as one of the most desperately average games I've ever played on the Master System. The graphics are well-defined, but the final visual effect is very dull. The sound is predictably dire with awful tunes and uninspiring effects. Even in the gameplay stakes, Running Battle is lacklustre. There are only three attack moves, making the action repetitive and dull. I must admit that the "special" move (I think it's supposed to be multiple mid-air kicks to the face) made me laugh out loud - it looks as though your character is having airborne convulsions! Only the end-of-level bosses pose any serious threat to our stiff, almost unanimated hero - and they seem to dust him almost immediately. It's all a bit of a shame really because the Master System has been crying out for a decent beat 'em up and this definitely isn't it.

## Running Battle



BY: SEGA

PRICE: £29.99

RELEASE DATE: NOW

GAME DIFFICULTY: EASY/MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: ACCEPTABLE

1  
PLAYERS



## PRESENTATION 42%

Running Battle is lacking in this department, with little in the way of options or pretty screens to look at.

## GRAPHICS 55%

Visually, the game's pretty ropey with very dull backdrops and lacklustre animation.

## SOUND 39%

Awful, unatmospheric music warbles along to the violent proceedings, with dull effects making up the rest of the soundtrack.

## PLAYABILITY 59%

Running Battle seems quite a laugh to begin with, but with only three attack moves it quickly gets boring.

## LASTABILITY 51%

Five levels of average, unexciting action won't keep you glued to the Master System for very long.

## OVERALL 54%

A disappointingly average beat 'em up which falls well short of its potential.

# ACE

## TWICE THE ACTION!



Everyone's favourite multi-format games magazine doubles its action factor next month with a stunning front cover disk catering for PC, Amiga and ST owners. A thrilling blend of demos and complete games, the disk will reflect Ace's determination to deliver the earliest news of the hottest games, giving you the chance to sample and play the latest releases on your own machine - what better way to get a taste for that new title?



## TEN TIMES THE EXCITEMENT!

ACE continually leaves the competition standing by running exclusive pictures, previews, development reports and Tricks and Tactics on the games that YOU want to know about.

We provide a breadth of coverage unavailable in any other magazine, reviewing and rating EVERY major new release with handy at-a-glance icons and scores. Each issue carries reviews for more than a hundred currently available titles.



## A HUNDRED TIMES THE DEPTH!

The best games of the month receive the special ACE Screen-test™ treatment, a glorious SIX-PAGE examination of all aspects of the title, detailing plot, action, difficulty, longevity and (most importantly) entertainment value in more depth than any other magazine on the market.



ACE MARCH - OUT FEBRUARY 8TH  
£2.75 WITH TRI-FORMAT DISK

# CONSOLE PLUS!

265 SELBY ROAD, HALTON SHOPPING CENTRE, HALTON, LEEDS LS15 7JR  
 ACCESS HERE! SALES HOTLINE (0532) 500445 VISA HERE!

**GAMEBOY**  
 (INCLUDING TETRIS, LINK  
 CABLE, HEADPHONES,  
 BATTERIES)  
**£62.99**

**GAMEBOY ACCESSORIES**  
 PLAY AND CARRY CASE £5.99  
 AMPHIB II £12.99  
 MAGNETIC II £13.99  
 CARRY ALL CASE £14.99  
 LIGHT TROY £12.99  
 LIGHT BIRDY BIRDY £2.99  
 GAME FAIR CASE £1.99  
 POW! FUSPIT £2.99  
 LELDA GAFFY CASE £1.99  
 HYPERBOY!! £4.99

**NINTENDO GAMEBOY**  
 THE ADDAMS FAMILY £22.99  
 ATTACK KILLER TOMATOES £22.99  
 THE SIMPSONS £22.99  
 ALTERED SPACE £22.99  
 FACEBALL 2000 £22.99  
 DOUBLE DRAGON II £22.99  
 ATOMIC PUNK £22.99  
 ELEVATOR ACTION £22.99  
 F1 RACER £24.99  
 ROBOCOP II £22.99  
 BRAINBENDER £22.99  
 BILL ELLIOT NASCH CALLAR £22.99  
 BATTLE TOADS £22.99  
 BILL/TEDS EX. ADVENT. £22.99  
 AEROSTAR £22.99  
 CASTILIAN £22.99  
 TECMO BOWL £22.99  
 BUGS BUNNY 2 £22.99  
 CHOPUFITTER 2 £22.99  
 HOME ALONE £22.99  
 SUPER FC PRO-AM £22.99  
 CRYSTAL QUEST £22.99  
 SKATE OR DIE II £22.99  
 BLADES OF STEEL £22.99  
 PRINCE OF PERSIA £22.99  
 GAUNTLET II £22.99  
 MICKEYS DAN CHASE £22.99  
 TURTLES II £22.99  
 PUNISHER £22.99  
 TURRICAN £22.99  
 MEGAMAN £22.99  
 TERMINATOR CALLI £22.99  
 TURTLES £22.99  
 ROGER RABBIT £22.99  
 DRAGONS LAIR £22.99

**SUPER FAMICOM**

SUPER FAMICOM £199.99  
 JOE AND MAC £47.99  
 CASTLEVANIA IV £45.99  
 GHOULS+GHOSTS (US/JAP) £45.99  
 LAGOON (US) £45.99  
 LEMMINGS £45.99  
 SUPER FIRE WRESTLING £45.99  
 JOHN MADDEN (US) £45.99  
 R.TYME £45.99  
 AREA 88 £45.99  
 MARIO WORLD £45.99  
 HYPER ZONE £45.99  
 FINAL FIGHT (US) £45.99  
 Y'S III (US) £45.99  
 GOEMAN £45.99  
 SUPER FAMICOM SOCCER £47.99  
 US GAMES REQUIRE ADAPTOR  
 FOR FAMICOM: ONLY £19.99!!

**SEGA MEGADRIVE  
 BEST SELLERS/NEW**

**RELEASES**

MARIO LEMIEUX HOCK. £39.99  
 THE IMMORTAL £39.99  
 QUACKSHOT £34.99  
 SPEEDBALL II £34.99  
 WONDERBOY V (SCART) £24.99  
 FATAL REWIND £24.99  
 F22 INTERCEPTER £34.99  
 GOLDEN AXE 2 £34.99  
 JOE MONTANA 2 £34.99  
 ROLLING THUNDER £34.99  
 ROAD RASH £34.99  
 STREETS OF RAGE £34.99  
 SONIC THE HEDGEHOG £31.99  
 DARK CASTLE £34.99  
 DEVIL CRASH £34.99  
 DECAP ATTACK £29.99  
 STARFLIGHT £42.99  
 EA HOCKEY £34.99  
 FANTASIA £34.99  
 ALIEN STORM £29.99  
 SUPER MONACO GP £39.99  
 CALIFORNIA GAMES £29.99  
 ROADBLASTERS £34.99  
 WRESTLE WAR £31.99  
 PHANTASY STAR 3 £44.99  
 SHINING IN DARKNESS £34.99  
 MERC'S £34.99  
 OUTRUN £34.99  
 SHADOW OF THE BEAST £39.99  
 DOUBLE DRAGON II £39.99  
 LAKERS VS CELTICS £34.99  
 PGA GOLF £34.99  
 JOHN MADDEN '92 £34.99  
 PACMANIA £34.99  
 MS. PACMAN £34.99  
 F22 INTERCEPTOR £34.99  
 MICKEY MOUSE £34.99  
 SPIDERMAN £34.99

**ACCESSORIES**

PRO 2 JOYPAD £14.99  
 MID CARRY CASE £14.99  
 POWER STICK £32.50  
 ENG/JAP ADAPTOR £19.99  
 FREEDOM JOYSTICK £31.99  
 SEGA JOYPAD £14.99  
 TURBO JOYPAD £15.99

**SUPER NES  
 (SCART) PLUS**  
**SCART CABLE  
 ONLY**  
**£225.00**  
**(PLUS £5 P+P)**

**GAMEGEAR**  
 + MASTER GEAR + ANY  
 MASTER SYSTEM GAME  
 (UPTO £24.99)  
**£129.99**  
 (PLUS £5 P+P)

**ROBOCOD  
 JAMES  
 POND II**  
**£34.99**

**SEGA MEGADRIVE**  
 (RUNS ALL CARTS!) NOW ONLY  
**£105.00**  
 (PLUS £5 P+P)

**SEGA GAMEGEAR**  
 GAMEGEAR/ADAPTOR £39.99  
 ATTACHE CASE £10.99  
 MASTER GEAR £27.99  
 SCART/SCART CASE £12.99  
 MAGIMICRO £14.99  
 VIDE GEAR £12.99  
 RECHARGEABLE BATT. PACK £24.99  
 SONIC £34.99  
 SLIDER £19.99  
 SUPER MONACO GOLF £22.99  
 PUT AND PUTTER £19.99  
 DONALD DUCK £24.99  
 SOLITAIRE POKER £19.99  
 HALLEY WARS £19.99  
 MICKEY MOUSE £19.99  
 GL-DIC £19.99  
 JOHN MONTANA £20.99  
 SUPER MONACO GOLF £19.99  
 PUT AND PUTTER £19.99  
 DONALD DUCK £24.99  
 SOLITAIRE POKER £19.99  
 SHNOB £21.99  
 OMEGA RING £21.99  
 NINJA GAIDEN £21.99  
 WONDERBOY £21.99  
 FACTORY PANIC £19.99  
 SPACE HARRIER £16.99  
 CLUTCH HITTER £22.99  
 WOODY POP £15.99

**US NINTENDO**  
 SUPER MARIO III, DOUBLE DRAGON II,  
 TURTLES II, MEGAMAN, BART VS. THE  
 WORLD £34.99 EACH

CHIP AND DALE, N.A.R.C., TOTAL RECALL  
 £34.99 EACH

CABAL, PRINCE OF PERSIA, FARA,  
 WHERES WALDO, RAINBOW ISLANDS,  
 LITTLE MERMAID, LONE RANGER  
 £32.99 EACH

GAUNTLET, GAUNTLET II, ALIEN  
 SYNDROME, IMPOSSIBLE MISSION 2,  
 PUSS IN BOOTS, SOLARIS, JETMAN,  
 GOONIE, DUSTY CUP CHESS  
 £32.99 EACH

UK/US CONVERSION - PLEASE CALL  
 FOR DETAIL/BRI

**LYNX II £79.99 (PLUS £5 P+P)**  
 SCRAPPYARD DOG, FAIRLADY, API,  
 BLOODY MARY, CHECKERED FLAG,  
 BLOODY MARY, CHECKERED FLAG,  
 ELECTROPOP, PAPERBOY, NIS PACMAN,  
 NINJA GAIDEN, ROADBLASTERS,  
 CHESS, RYGAAR, SHANGAI WARBIRDS,  
 XENOMORPH, SILVERWORLD, RAMPAGE,  
 GOLDFISH, GOLDFISH, GOLDFISH,  
 HARD DRIVE, STAR RUNNER, GOLF,  
 TED, YIWIOTS, VIKING CHILD,  
 CYBERBALL, ISHOD  
**ALL £23.99 EACH**

**SEGA MASTER SYSTEM**  
 SONIC THE HEDGEHOG £14.99  
 BUBBLE BOBBLE - £24.99  
 SPEEDBALL, XENON 2, LEADERBOARD,  
 SUMMER GAMES, PAPERBOY,  
 GAUNTLET, SPIDERMAN, R-TYPE,  
 MICKEY MOUSE, WONDERBOY II,  
 MOUNTWALKER, GHOULS AND GHOSTS,  
 GOLDEN AXE, GOLDFISH, PEGASO FOX  
**ALL £24.99 EACH**  
 POPULOUS, PACMANIA, GOLDFAMANIA,  
**ALL £29.99 EACH**  
 SUPER KICK OFF - £29.99  
 DONALD DUCK - £27.99

**HOW TO ORDER**

| SIMPLY CALL OUR SALES HOTLINE QUOTING YOUR ACCESS VISA NUMBER AND EXPIRY  
 DATE AND THE TITLES YOU REQUIRE OR SEND YOUR ORDER WITH A CHEQUE OR  
 PO BOX NUMBER STATING WHAT YOU REQUIRE AND YOUR ORDER WILL BE PROMPTLY  
 DISPATCHED IF IN STOCK. PLEASE ALLOW 2-3 WEEKS FOR DELIVERY. INCLUDE POSTAGE AND  
 PACKING AT THE FOLLOWING RATES:

| GAMES £1.50, PERIPHERALS £3, CONSOLES £5  
 | SALES HOTLINE (0532) 500445  
 | ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE

**PLEASE SEND ME THE FOLLOWING:**

.....@ £.....

.....@ £.....

**TOTAL ENCLOSED INCLUDING P+P.....**

DEPT MMFES

**ACCESS/VISA NUMBER.....**

XP.....

**NAME.....**

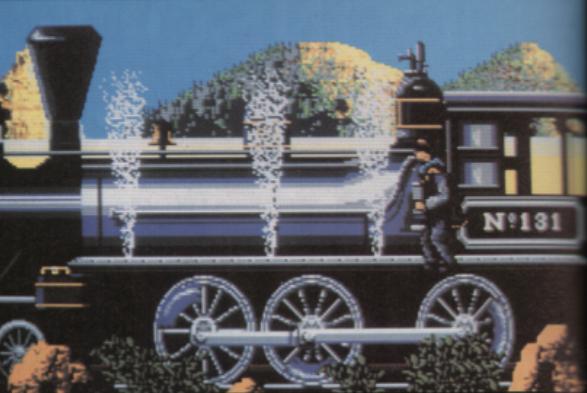
**ADDRESS.....**

**P/CODE.....**

After his first accidental foray into the world of continuum-hopping, there's been no stopping Marty McFly. Whether it's buying sporting almanacs from the future to make lots of dough in the past, playing heavy metal concerts in the 1950s or even changing the course of history itself, Marty has got what it takes to be a true time traveller.

In this game, based around the third and final part of the Back to the Future film trilogy, Marty goes back to the 1880s to rescue his pal Doc Brown who was accidentally sent back to that era when his time travelling DeLorean was struck by lightning. Along the way, Marty also has to thwart the evil ways of Mad Dog Tannen's gang, headed by an ancestor of Marty's arch enemy, Biff!

Back to the Future III adopts the familiar game-of-the-film format with each level representing a different scene from the film. There are four levels in all, the ultimate one being a ride atop a speeding train as Doc and Marty attempt to get the DeLorean up to 88 mph so they can make the final time jump home.



# BACK TO THE FUTURE III PART

Marty's on the warpath...

## LEVEL ONE



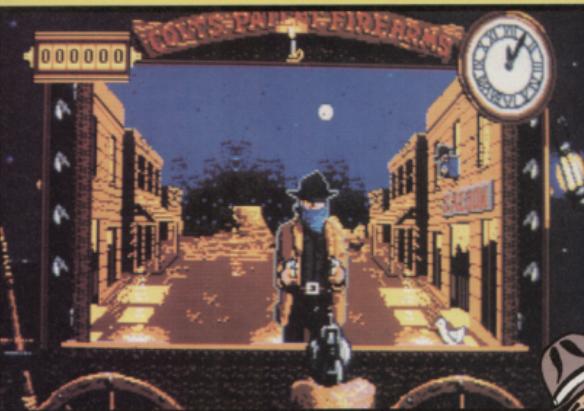
Calamity has struck! A buckboard carriage being driven by school ma'm Clara Clayton is out of control and is about to crash off a nearby cliff! Controlling Doc on his trusty steed, the player must stop her from plunging to her doom. Making life difficult are a veritable hall of deadly household objects flying off the cart, as well as hazardous ravines and bushes!

## LEVEL TWO



At the village hoedown, Marty's given the chance to show off his top marksmanship abilities in the shooting gallery. There are loads of targets to shoot, and Marty must blast the requisite amount to be able to progress to level three.





▲ Pie-slinging antics ahooy!

## COMMENT

Back to the Future III is an instantly playable game that should go down well with fans of the film. Each of the four levels tests your arcade skills very differently, from the instant reflexes needed when you're chasing after Clara's runaway carriage to the pinpoint accuracy required for the shooting gallery. On the whole, the graphics are pretty good, with the Wild West atmosphere captured perfectly.

RICH

The sprites and backdrops are all well defined, and the animation is good too. What I didn't like much about the game was the rather naff music and the lack of levels. It didn't take me more than a day or so to see the whole game and I couldn't help wanting a lot more from the package. It's also a bit of a cheek asking Megadrive owners to pay ten quid extra for what is basically an Amiga game that retailed at £25.00. If it's variety in your gameplay you're after, Back to the Future III scores highly - but's it's just too easy to see everything the game offers.



▲ Marty's getting pretty angry now.

## LEVEL THREE



Mad Dog's gang are holed up in town and Marty must bring them all to justice. The only problem is that the gang are armed with guns and all Marty has is a great pile of frisbee pie dishes!

## LEVEL FOUR



The final level is set atop a speeding train which is pushing along the DeLorean time machine. Hazards abound as Marty collects the charges which are required to get the train up to 88mph and thus return the heroes to the present day.





▲ Shoot the objects around the edge for extra points.

## COMMENT

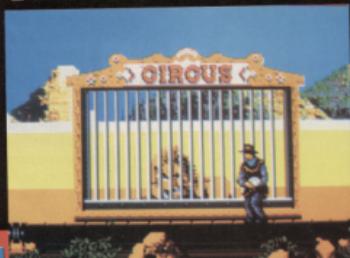


JULIAN

I must admit that I really enjoyed playing this. The four different levels are varied and fun, particularly the pie dish slinging third level, and I found myself constantly going back for another shot. The problem is, though, that it doesn't take more than a day or two to go through the entire game, and once you've done that the appeal starts to wear off. If there had been more levels, this would have been a superb film tie-in. The graphics and sound are both good, and as I've already said, it's great fun to play. However, its lack of challenge means that only Megadrive beginners will really get their money's worth.



▲ Watch out Marty!



## BACK TO THE FUTURE II

PRODUCED BY EPROBE SOFTWARE LTD.  
ENGINEERED BY EPROBE LTD.  
KAIS IN NOTTINGHAM, ENGLAND  
PRESS START TO PLAY

BY: MIRRORSOFT

PRICE: £34.99

RELEASE DATE: FEBRUARY

GAME DIFFICULTY: EASY/MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1

RESPONSIVENESS: GOOD

1  
PLAYERS

PRESENTATION 76%

Amusing intermissions, but no options.  
In-game presentation is smart.

GRAPHICS 84%

Some great sprites and animation throughout.

SOUND 80%

A selection of good quality tunes and frontier-world style effects accompany the action.

PLAYABILITY 86%

Very addictive at first, with the four levels offering plenty of varied and highly enjoyable action...

LASTABILITY 61%

...but once you've completed it (which doesn't take that long), the appeal starts to wear off.

OVERALL 77%

A varied and thoroughly enjoyable film tie-in which is let down only by its lack of lasting appeal.

Middleton Road  
Hartlepool Docks  
Hartlepool  
Cleveland  
TS24 0RA  
Tel: 0429 869459 / 231703  
Fax 0429 862028  
Open 9.00am till 7.00pm  
& All Day Saturday

(All Games are of Japanese Origin  
Unless Otherwise Stated)

#### Mega Drive Games

Mega Drive [SCART or PAL] + PSU	£93.95
Mega Drive + One Game	£114.95
Mega Drive + Two Games	£134.95

Alien Storm.....	£27.95
Robotman.....	£28.95
Back to the Future III [SCART]	£36.95
Bare Knuckle.....	£30.95
Beast Warriors.....	£37.95
California Game.....	£38.95
Death Castles.....	£28.95
Dick Tracy.....	£31.95
Devil's Crash.....	£31.95
Double Dragon II.....	£38.95
E.A. Ice Hockey.....	£28.95
El Viento.....	£28.95
ESWAT.....	£14.95
F22 Interceptor.....	£34.95
Faery Tale Adventure.....	£25.95
Fastest One [SCART Only].....	£24.95
Galaxy.....	£26.95
Ghosts & Ghosts.....	£23.95
GalaxyForce II [SCART Only].....	£33.95
Hellfire.....	£28.95
Jewel Master.....	£29.95
John Maddens.....	£27.95
Magical Hat.....	£16.95
Kings Bounty.....	£25.95
Master of Weapon.....	£27.95
Marvel Land.....	£28.95
Monkey House.....	£25.95
Moonco.....	£26.95
Moonwalker.....	£26.95
PGA Golf.....	£29.95
Road Rash.....	£31.95
Street Smart.....	£26.95
Saint Sword.....	£26.95
Sonic The Hedgehog.....	£26.95
Strider.....	£26.95
Super League 91.....	£29.95
Yellow Dance.....	£21.95
Shadow of The Beast.....	£ Call
Spider-Man.....	£28.95
Tiger Hell.....	£24.95
TOK!.....	£ Call
Terminator.....	USA £ Jan 30th
Toe Jam & Earl.....	USA £37.95
ThunderFox [SCART Only].....	£31.95
The Immortal.....	£34.95
Undeadline.....	£38.95
Vortex.....	£26.95
Vapour Trail.....	£25.95
Wonderboy III.....	£21.95
Wonderboy V [SCART Only].....	£31.95

#### PC Engine GT + Batteries + Any Game

£229.95

Game Gear Heavy Duty Power Pack  
£31.95 (GG) or £38.95 (GT)  
PC GT Heavy Duty Power Pack

Rechargeable Portable Battery Pack  
Including Charger / Power Supply Unit  
Lasts Up To 5 Hours Per Charge

Game Gear	£ 88.95
Game Gear + 1 Game	£116.95
Game Gear + 2 Games	£128.95
Game Gear PSU	£ 8.95

* Samsung 14" R/C Scart *
Portable Colour Television
* * £179.00 * *

Many Used Games & Consoles in Stock Please Call

All Consoles Carry 12 Month Guarantee  
All Handhelds Carry a 6 Month Guarantee



Please Add \$10.00 Delivery For Consoles  
(Next Day Courier Service)  
\$1.50 For Games & Accessories  
\$4.00 Hand Held Consoles  
(First Class Recorded Delivery)  
Fully Computerised Stock Control & Despatch

#### MEGA DRIVE TOP TEN

1. Fighting Masters	£31.95
2. F1 Grand Prix	£31.95
3. James Pond II [Robo Cod]	USA £33.95
4. Quacshot [Donald Duck]	£28.95
5. John Maddens '92	USA £34.95
6. Mario Lemoux Hockey	USA £38.95
7. M.E.R.C.S. / Commando II	£29.95
8. Pitfighter	USA £38.95
9. Double Dragon II	£38.95
10. Task Force Harrier EX	£38.95

#### Super Famicom Top 10

1. Super Formation Soccer	£44.95
2. Castlevania IV / Dracula	£47.95
3. Super Ghouls & Ghosts	£46.95
4. Thunder Spirit	£47.95
5. Lemmings	£47.95
6. Super Tennis	£41.95
7. U.N. Squadron (Area 88)	£39.95
8. Geoman The Warrior	£39.95
9. Final Fight	£38.95
10. Super R-Type	£37.95

#### Game Gear Top 5

1. Sonic The Hedgehog	£21.50
2. Donald Duck	£21.50
3. Ninja Gaiden	£21.50
4. Ax Battler	£21.50
5. Putt & Putter Golf	£20.50

#### MEGA CD ROM

(Works with Jap Text Machines Only)

#### Mega CD Inc Any 1 Game

£329.95

Sol Feace	£ 38.95
Heavy Nova	£ 38.95
Ernest Evans	£ 39.95

Jap / English Text Switch  
Fitted for £20.00 + P&P

#### Consoles

Mega Drive (PAL or SCART) + PSU + Joypad

£ 93.95

Mega Drive + 1 Game (Call For Title)

£114.95

Mega Drive With Either Magical Hat,

£134.95

Wonderboy III, + Sonic

£189.95

Super Famicom (SCART) + 2 Pads & PSU

£224.95

Super Famicom + 1 Game

£248.95

Super Famicom + 2 Games

£287.95

NEO-GEO (SCART) + Joystick + PSU  
+ Memory Card

£378.95

NEO-GEO + 1 Game

£378.95

#### Super Famicom Games

Super ED.....	£44.95
Actriss.....	£33.50
Matrix 4.....	£39.95
F-Zero.....	£44.95
Pilot Wings.....	£39.95
Augusta 3d Golf.....	£39.95
Gradus III.....	£37.95
SD Great Battle.....	£35.95
Joe & Mac.....	£44.95
Populous.....	£36.95
Hole In One Golf....	£39.95
Pro Soccer.....	£43.95
Battle Dodgeball....	£39.95

#### Game Gear Games

Halley Wars	£21.50
Galaga '91	£21.50
Put & Putter Golf	£20.95
Monsters	£19.95
Mickey Mouse	£19.95
GG Shinobi	£19.95
Fantasy Zone Gear	£21.50
Outrun	£21.50
Magical Guy	£21.50
Wagan Land	£21.50

#### P.C. Engine Games

Final Match Tennis	£28.95
PC. Kid II	£28.95
Final Soldier	£29.95
Dragon Egg	£28.95
Hit The Ice	£29.95

#### Call For New & Used Titles Many in Stock

#### Master Gear Converter

Now you can play master system

games on your game gear !

**NOW ONLY £19.95 !**

#### NEO-GEO Games

ASO II	£ 99.95
Trash Railey	£109.95
Fatal Fury	£109.95
Sengoku / War Dynasty	£103.95
King of the Monsters	£103.95
Robo Army	£109.95

#### Accessories

NEO-GEO Joystick	£ 40.95
Arcaid Power Stick [MD]	£28.95
SGB Turbo & Slo Mo Pad [MD]	£13.95
XE1-AP [Mega Joystick]	£35.95
XE1-AP [Mega Stick]	£22.95
Intelligent Power Stick	£32.95
J3 King Super Joystick (Famicom)	£63.95
PSU for Famicom , Game Gear, MD	£ 8.95
Japanese Converter	£ 7.95

Orders Placed Before 4PM Will Be Despatched The Same Day

Trade Enquiries Welcome

The icons are ignored as the players indulge in fistcuffs.

Speedball's back! After a hundred years of absence, the most violent sport ever devised by man has bounced back - and this time it's twice as deadly!

Like the original Speedball, the game's authorities have left all of the rules and referees out, which generally ensures that plenty of entertaining, physical violence is the order of the day. No matter how violent a game may be, there's got to be an objective. In Speedball 2 it's scoring points, and the most usual form of this pursuit comes from scoring goals in the opposition's 'net'. But as you'll read later on, there are quite a few more tally-totting techniques to discover.

In addition to the smash, grab 'n' score antics of the actual game, Speedball 2 also puts you in the role of team manager. This means that you supervise each player's training programme, as well as keeping an eye on the transfer market for any Lineker-esque goal scoring star players. Training and new players are paid for with the prize money you receive from each game played.

You start the game with your team, Brutal Deluxe, languishing at the bottom of Speedball Division Two. Using your skills and judgement, it's your job as player manager to get to the top of Division One - and stay there!



## GO FORTH AND MULTIPLY

Scoring points is the aim of the game and you can boost your goal-scoring potential many times by lobbing the ball through the score multipliers located on either side of the Speedball pitch. Goals are usually worth ten points, but with the aid of the multiplying mechanism, up to fifty points are there for the taking!



# SPEEDBA





## COMMENT

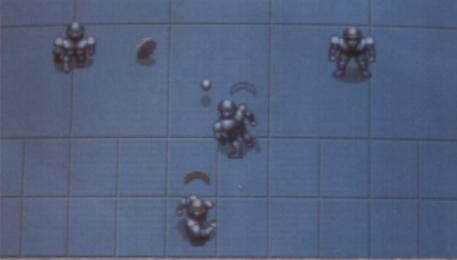
Speedball 2 is one of the finest Amiga games I've ever played, and apart from minor sonic differences, this Megadrive version is exactly the same. All the fun

**RICH** of beating up a legion of enemy players and scoring a goal after gratuitously assaulting the goalie has you playing on your 16-bit machine for ages! I also like the way that scoring points isn't solely reliant on getting the ball past the opposing goalie. All of the score multiplying and star-spangled makes for some exciting action in the mid-field area as well as at each end. The graphics and sound are good, serving their purpose well, and with all of the different game options, there's tons here to be getting on with. As fast-action violent games go, Speedball 2 is excellent, with only EA Ice Hockey beating it in the entertainment stakes.

## IT'S A KNOCKOUT

There are three main game types in Speedball 2. The knockout game gives you a chance to go for the coveted Speedball cup by taking part in a series of elimination games. But beware, for if you lose one game you're out! The league option puts you in a duel division league environment, where reaching the top is your ambition. The final option is the usual two-player mode, where two human Speedballers battle it out for sphere-related supremacy!

## ALL 2



## ICON MOVE ANY MOUNTAIN



During the game itself, icons pop up from time to time. Collecting these can boost your speed, stamina and performance. Other icons have instantly detrimental effects on the other team, by immobilising them or draining stamina. If you really feel like annoying your opponent, collect the reverse controls icon!

## REPLAY!

After a goal has been scored, the action instantly cuts to a slow-motion replay of the last few seconds of the match. This is a pretty gratuitous feature of the game, but does come in handy for showing off, or humiliating your opponent in a two-player game.

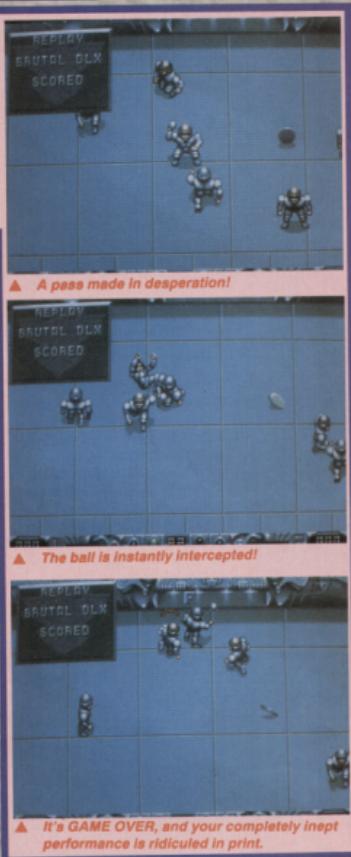
## COMMENT



**JULIAN** that's very easy to pick up and play, but has the potential to let experts learn some amazing tricks and tactics. Like all sports games, the two-player mode provides the most fun (you just can't help screaming and shouting at your opponent - especially when play starts to get dirty), but that's not to say that single-play action is dull. Not at all - the computer opponents pack a hefty punch and the management section adds a whole new angle to the game. With its excellent graphics and superb gameplay, Speedball 2 is a long-lasting and thoroughly enjoyable sports simulation that should definitely be checked out.

WELCOME TO  
CONDITIONING

Between each game, you're whisked away to the conditioning room where money is spent beefing up your players' abilities. However, as you can see from this screenshot, ordinary players' abilities can never reach 100%. You've got to buy a star player from the transfer market to see some truly exceptional skill.

SPEEDBALL  
2

BRUTAL DELUXE

BY: MIRRORSOFT

PRICE: £29.99

RELEASE DATE: FEBRUARY

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 1

RESPONSIVENESS: SPEEDY

1-2

PLAYERS



## PRESENTATION 90%

Excellent, with a decent attract sequence, plenty of options and some stunning still screens.

## GRAPHICS 91%

The Cyberpunk-style look is used to great effect, with detailed, well-animated visuals that enhance the atmosphere no end.

## SOUND 83%

Plenty of crowd noise along with grunts from the players and loads of metal-on-metal spangs.

## PLAYABILITY 87%

Great, with the extreme violence and speed making the game very enjoyable to play.

## LASTABILITY 87%

The league takes ages to master, and once you've finished that there's still the knockout options and two-player games to enjoy.

## OVERALL 88%

Fast, thrilling and violent, Speedball 2 is the best future sport game available on the Megadrive and is a must for sports fans.

ULTIMATE SOFTWARE  
6 MERCURY WAY  
LEIGHTON BUZZARD BEDS  
TEL: 0525 852934  
FAX: 0525 853618  
MON - SAT 9.30AM - 8PM

# CONSOLE MANIA!

THE GAMES ROOM  
11 THE ARCADE  
SUTTON, SURREY  
TEL: 0372 744465  
FAX: 0372 744465  
TUES - SAT 9AM - 5.30PM

## MEGADRIVE

### IMPORT MEGADRIVE

£109.99

### UK MEGADRIVE WITH SONIC

£124.99

JAP UK/US

Afterburner 2	31.99	31.99
Alien Storm	26.99	31.99
Alien Storm: Battle Tank	..	34.99
Back to the Future 2	..	34.99
Back to the Future 3	29.99	31.99
Blockout	..	34.99
Bonanza Bros	29.99	34.99
Buck Rogers	..	34.99
Columns	..	34.99
California Games	34.99	34.99
Dark Castle	..	31.99
Dick Tracy	19.99	34.99
Double Dragon	52.99	31.99
Deepa Attack	..	34.99
Donald Duck (Quackshot)	31.99	31.99
E.A. Hockey	19.99	31.99
F22 Interceptor	..	34.99
Fighting Masters	29.99	34.99
Flicky	..	26.99
Fire Hawk	..	31.99
Golden Axe 2	31.99	34.99
Golden Axe	29.99	31.99
Goldiggers	19.99	31.99
Ghouls and Ghosts	32.99	37.99
Gymnouc (Wings of War)	32.99	34.99
J.B. Douglas Boxing	24.99	31.99
John Madden Football	..	34.99
Joe Montana 2	..	34.99
Mickey Mouse	29.99	34.99
Mercs	..	31.99
Marvel World 3	31.99	34.99
Marvel Land	31.99	34.99
Outrun	29.99	34.99
Outrun Europe	..	34.99
Parasite Star 2	..	44.99
Fantasy Star 3	..	44.99
Phelios	24.99	31.99
PGA Tour Golf	..	34.99
Powerball	..	34.99
Conquest (Donald Duck)	31.99	49.99
Revenge of Shreddy	..	31.99
Rings of Power	..	34.99
Robotron 2084 2	..	34.99
RoboCop (James Pond 2)	..	34.99
StormLord	..	34.99
Super Monaco GP	29.99	34.99
Shadow Blasters	..	34.99
Shadow of the Beast	..	34.99
Shadow of the Beast 2	..	34.99
Super Rebound Basketball	24.99	39.99
Sword of Vermillion	..	44.99
Star Control	..	34.99
Starflight	..	34.99
Sinder	29.99	37.99
Street Smart	31.99	31.99
Street Fighter 2	..	31.99
Sonic the Hedgehog	29.99	31.99
Spiderman	31.99	34.99
Streets of Darkness	..	43.99
Streets of Rage	31.99	34.99
Speedball 2	..	34.99
Streetwise 3	..	37.99
The Immortal	..	37.99
Turrican	..	34.99
Ultimate Dobro	..	34.99
Toe Jam and Earl	..	34.99
Toki	..	34.99
Tommy Boy	..	34.99
World Cup Italia 90	29.99	26.99
Wrestle War	..	31.99
Zero Wing	34.99	32.99

### MEGADRIVE ACCESSORIES

Megadrive Turbo Converter	12.99
Powerbase Converter	27.99
Jap/UK Converter	11.99

## GAMEGEAR

£89.99

JAP UK/US

Aleste	23.99	23.99
Columns	..	18.99
Dragon Crystal	..	22.99
Dragon's Lair	23.99	23.99
Fantasy Zone	23.99	23.99
G-Loc	..	22.99
Golden Axe (Axe battler)	23.99	23.99
Griffon	23.99	23.99
Halley Wars	..	23.99
Joe Montana	..	23.99
Dragon's Lair	..	23.99
Heavy Weight Champ	23.99	23.99
Leaderboard Golf	..	23.99
Lightning Strike	..	22.99
Mickey Mouse	..	22.99
Monster Truck Guy	23.99	23.99
Mappy	23.99	23.99
Ninja Gaiden	..	23.99
Pengo	..	18.99
Powerball	..	18.99
Putter Golf	..	18.99
Solitaire Poker	..	18.99
Outrun	23.99	23.99
Phantom Zone	..	23.99
Phantom Zone - The Hedgehog	..	23.99
Powerball	..	23.99
Super Monaco GP	18.99	18.99
Shinobi	22.99	22.99
Space Harrier	..	23.99
Wonderboy	..	18.99
Woolly Piggy	18.99	18.99

### GAMEGEAR ACCESSORIES

Memory Gear Converter	22.99	22.99
AC Master Converter	4.99	4.99
Car Adapter	6.99	6.99
Gear to Gear Multi Cable	4.99	4.99
Gamegear TV Tuner	72.99	72.99
Rechargeable Battery Pack	39.99	39.99

## GAMEBOY

GAMEBOY INC TETRIS + BATTERIES,  
STEREO HEADPHONES + 2 PLAYER LEAD

£69.99

Attack of the Killer Tomatoes

Adams Family

Alien Breed

Alien Breed: Pure

Alien Breed: Pure 2

Alien Breed: Pure 3

Alien Breed: Pure 4

Alien Breed: Pure 5

Alien Breed: Pure 6

Alien Breed: Pure 7

Alien Breed: Pure 8

Alien Breed: Pure 9

Alien Breed: Pure 10

Alien Breed: Pure 11

Alien Breed: Pure 12

Alien Breed: Pure 13

Alien Breed: Pure 14

Alien Breed: Pure 15

Alien Breed: Pure 16

Alien Breed: Pure 17

Alien Breed: Pure 18

Alien Breed: Pure 19

Alien Breed: Pure 20

Alien Breed: Pure 21

Alien Breed: Pure 22

Alien Breed: Pure 23

Alien Breed: Pure 24

Alien Breed: Pure 25

Alien Breed: Pure 26

Alien Breed: Pure 27

Alien Breed: Pure 28

Alien Breed: Pure 29

Alien Breed: Pure 30

Alien Breed: Pure 31

Alien Breed: Pure 32

Alien Breed: Pure 33

Alien Breed: Pure 34

Alien Breed: Pure 35

Alien Breed: Pure 36

Alien Breed: Pure 37

Alien Breed: Pure 38

Alien Breed: Pure 39

Alien Breed: Pure 40

Alien Breed: Pure 41

Alien Breed: Pure 42

Alien Breed: Pure 43

Alien Breed: Pure 44

Alien Breed: Pure 45

Alien Breed: Pure 46

Alien Breed: Pure 47

Alien Breed: Pure 48

Alien Breed: Pure 49

Alien Breed: Pure 50

Alien Breed: Pure 51

Alien Breed: Pure 52

Alien Breed: Pure 53

Alien Breed: Pure 54

Alien Breed: Pure 55

Alien Breed: Pure 56

Alien Breed: Pure 57

Alien Breed: Pure 58

Alien Breed: Pure 59

Alien Breed: Pure 60

Alien Breed: Pure 61

Alien Breed: Pure 62

Alien Breed: Pure 63

Alien Breed: Pure 64

Alien Breed: Pure 65

Alien Breed: Pure 66

Alien Breed: Pure 67

Alien Breed: Pure 68

Alien Breed: Pure 69

Alien Breed: Pure 70

Alien Breed: Pure 71

Alien Breed: Pure 72

Alien Breed: Pure 73

Alien Breed: Pure 74

Alien Breed: Pure 75

Alien Breed: Pure 76

Alien Breed: Pure 77

Alien Breed: Pure 78

Alien Breed: Pure 79

Alien Breed: Pure 80

Alien Breed: Pure 81

Alien Breed: Pure 82

Alien Breed: Pure 83

Alien Breed: Pure 84

Alien Breed: Pure 85

Alien Breed: Pure 86

Alien Breed: Pure 87

Alien Breed: Pure 88

Alien Breed: Pure 89

Alien Breed: Pure 90

Alien Breed: Pure 91

Alien Breed: Pure 92

Alien Breed: Pure 93

Alien Breed: Pure 94

Alien Breed: Pure 95

Alien Breed: Pure 96

Alien Breed: Pure 97

Alien Breed: Pure 98

Alien Breed: Pure 99

Alien Breed: Pure 100

Alien Breed: Pure 101

Alien Breed: Pure 102

Alien Breed: Pure 103

Alien Breed: Pure 104

Alien Breed: Pure 105

Alien Breed: Pure 106

Alien Breed: Pure 107

Alien Breed: Pure 108

Alien Breed: Pure 109

Alien Breed: Pure 110

Alien Breed: Pure 111

Alien Breed: Pure 112

Alien Breed: Pure 113

Alien Breed: Pure 114

Alien Breed: Pure 115

Alien Breed: Pure 116

Alien Breed: Pure 117

Alien Breed: Pure 118

Alien Breed: Pure 119

Alien Breed: Pure 120

Alien Breed: Pure 121

Alien Breed: Pure 122

Alien Breed: Pure 123

Alien Breed: Pure 124

Alien Breed: Pure 125

Alien Breed: Pure 126

Alien Breed: Pure 127

Alien Breed: Pure 128

Alien Breed: Pure 129

Alien Breed: Pure 130

Alien Breed: Pure 131

Alien Breed: Pure 132

Alien Breed: Pure 133

Alien Breed: Pure 134

Alien Breed: Pure 135

Alien Breed: Pure 136

Alien Breed: Pure 137

Alien Breed: Pure 138

Alien Breed: Pure 139

Alien Breed: Pure 140

Alien Breed: Pure 141

Alien Breed: Pure 142

Alien Breed: Pure 143

Alien Breed: Pure 144

Alien Breed: Pure 145

Alien Breed: Pure 146

Alien Breed: Pure 147

Alien Breed: Pure 148

Alien Breed: Pure 149

Alien Breed: Pure 150

Alien Breed: Pure 151

Alien Breed: Pure 152

Alien Breed: Pure 153

Alien Breed: Pure 154

Alien Breed: Pure 155

Alien Breed: Pure 156

Alien Breed: Pure 157

Alien Breed: Pure 158

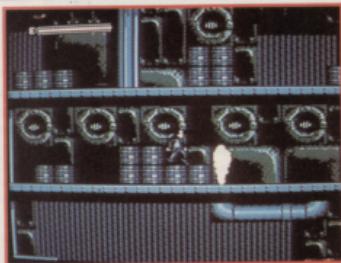
Alien Breed: Pure 159

Alien Breed: Pure 160

Alien Breed: Pure 161

Alien Breed: Pure 162

Alien Breed: Pure 163



▲ John Connor makes the Terminator swear not to kill anyone.



# TERMINATOR 2 JUDGMENT DAY

## THE STORY

Los Angeles may once have been a vast, sprawling built-up area humming with activity. But after August 29 1997, it's an unforgiving desert littered with the burnt-out debris caused by the nuclear war called Judgment Day. From the ashes of the atomic blast rose the Hunter Killer and Terminator machines, manufactured by the megalomaniacal computer Skynet. Their purpose was simple: to eliminate Skynet's only remaining enemies, the survivors of the holocaust.

Unfortunately, Skynet's plans were foiled by one man, John Connor. He banded the survivors together and launched a devastating counter-attack against Skynet, destroying its main control complex. Almost crippled, Skynet attempted one last desperate gambit. It sent two Terminator machines back in time to destroy John Connor's very existence and thus change the future. In both cases, Connor was able to send a lone warrior back through time to counter the menace.

The first Terminator was sent back to 1984, with John's mother, Sarah, targeted for termination. It failed. The second, deadlier T-1000 machine (that can mimic the appearance of just about anything it touches) was sent back to strike at John Connor himself when he was still a child. In a bid to protect his past from this horrific machine, Connor captures and reprograms a Cyberdyne Systems model 101 Terminator, similar to the one sent to pursue Sarah Connor in 1984. Its mission: to protect the would-be world Saviour...



▼ The T-1000 has John Connor targeted for termination.

## COMMENT



JULIAN

It's a complete mystery to me why the programmers of this didn't copy the game design of the Gameboy version. It's varied, multi-level gameplay follows the plot of the film perfectly and makes for a gripping, atmospheric game. This Nintendo version undoubtedly looks and sounds very slick, but features different gameplay which has less levels and variety than the Gameboy version! It's fairly fun to play, but when it comes down to it, Nintendo T2 is very a standard platform game and its five levels offer only a moderate challenge and feature little in the way of thrills and spills - a real shame when you consider the immense potential given by the film's unbelievable out-and-out action! There are plenty of better platform games available on the NES, so unless you're absolutely desperate for a T2 game, shop around before you buy.





THE BATTLE FOR  
TOMORROW BEGINS  
TODAY...



▲ The Terminator means business!



## COMMENT

After the pretty excellent Gameboy version of Terminator 2, I was expecting a more in-depth, colour version of the same game for the trusty ol' Nintendo. I ended up being rather disappointed.

Although there are five levels, there are only three different styles of play - with none of them being that interesting. The most common is a simple search through a platform environment, shooting people who get in the way. At the beginning and end of the game you're treated to dull platform action, where the Terminator indulges in limited fist-related beat 'em up action. Perhaps the most impressive level is the isometric 3D flood channel stage - but this does not take too long to complete at all. As a film tie-in, T2 is extremely disappointing, with too few stages that just aren't varied or exciting enough to make the game worthwhile.

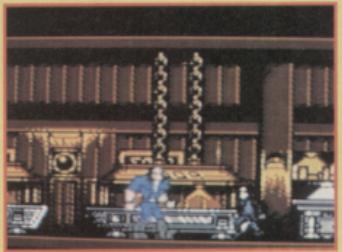


**RICH**

people who get in the way. At the beginning and end of the game you're treated to dull platform action, where the Terminator indulges in limited fist-related beat 'em up action. Perhaps the most impressive level is the isometric 3D flood channel stage - but this does not take too long to complete at all. As a film tie-in, T2 is extremely disappointing, with too few stages that just aren't varied or exciting enough to make the game worthwhile.

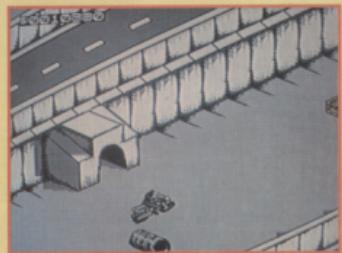
## I NEED YOUR CLOTHES AND YOUR MOTORCYCLE

The Terminator arrives at a seedy highway truck stop, where he is immediately set upon by a gang of thugs. A bit of fistflick action follows and once the threat has passed, the Terminator's targeting system is invoked. First of all, a motorcycle is required. A nearby tavern provides the goods, after yet more fist-related tomfoolery. The next priority is to find John Connor.



## MY MISSION IS . . . TO PROTECT YOU . . .

The Terminator has located John Connor speeding along the Los Angeles flood channel on his souped-up motorcycle. The T-1000's in hot pursuit though - at the wheel of a massive truck! Using his Harley Davidson motorcycle skills, the Terminator must negotiate the many hazards of the flood channel and rescue John before the T-1000 runs over the defenceless lad.





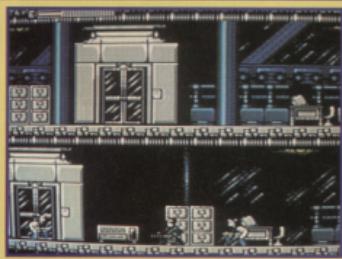
## COME WITH ME IF YOU WANT TO LIVE . . .

Rescuing Sarah Connor from the clutches of the state mental hospital is John's first wish, and the Terminator is ordered into attempting the rescue bid. Unfortunately, the T-1000's tactical computer anticipates this move. This level is a race against time to find Sarah Connor before the Terminator is overpowered by the hospital authorities and the poly-mimetic alloy T-1000!



## I HAVE DETAILED FILES . . .

Only by destroying the research Cyberdyne Systems has carried out into a revolutionary microprocessor can the future be saved from the horror of Judgment Day. This entails the Terminator running around the Cyberdyne building in a similar manner to the hospital level, shooting guards (in the legs, of course) in a bid to steal the remains of the machine that terrorised Sarah Connor in 1984!



## HASTA LA VISTA, BABY . . .

Cyberdyne is history - but the T-1000's mission parameters are still active and John Connor remains in dire peril! Our heroic gang hole up in an abandoned steel mill - and the T-1000's close behind. Therefore it's the Terminator's job to duff up the liquid metal killing machine. Only when the danger has passed can he self-terminate and banish all probability of Skynet ever causing the holocaust.



T2  
THE TERMINATOR  
AVENGEMENT DAY



**BY: ACCLAIM**  
**PRICE: £TBA**

**RELEASE DATE: FEBRUARY**  
**GAME DIFFICULTY: MEDIUM**  
**LIVES: 3**  
**CONTINUES: 0**  
**SKILL LEVELS: 1**  
**RESPONSIVENESS: GOOD**



### PRESENTATION 93%

Completely brilliant. Great Terminator red-out eye-view screens and well-drawn cameo graphics of the main characters.

### GRAPHICS 88%

The backdrops are recognisable from the movie, and the sprites are all well-defined with decent animation.

### SOUND 83%

Although the excellent film score is missing, T2's tunes are very atmosphere indeed.

### PLAYABILITY 77%

Easy to get into, but the simplistic gameplay of each sub-level could put you off pretty quickly.

### LASTABILITY 69%

The stages aren't varied or thrilling enough to keep you glued to the console for very long.

### OVERALL 72%

Possibly the greatest film licence ever is wasted on a fun, but ultimately shallow game.



# FANTASIA

Entertainment & Leisure Ltd

## JAPANESE GAMES

Golden Axe	£31.99	Power Stick	£31.99
Gymnog	£31.99	Jap to UK Converter	£10.00
Jewel Master	£31.99		
Magical Hat	£24.50	AMERICAN GAMES	
Marvel Land	£30.99	Ice Hockey	£31.99
Meres	£31.99	Roadrash	£31.99
Mickey Mouse	£25.99	Toe Jam & Cash	£34.99
Monkey D. L.	£25.99	Donald Duck	£31.50
Arcaus Odyssey	£31.99	Full range of American	
Bare Knuckle	£31.99	Games in stock ->	
Crackdown	£19.99	Please Call ->	
Devil Crash	£21.99		
Dick Tracy	£19.99		
D J Boy	£19.99		
E. Swat	£19.99		
Ghouls & Ghosts	£31.99		

## AMERICAN GAMES

Ice Hockey  
Roadrash  
Toe Jam & Cash  
Donald Duck

Full range of American  
Games in stock ->  
Please Call ->

## JAPANESE MEGA DRIVE

With game of  
our choice!  
Compatible with  
Jap/US/UK games

**£119.00** **£105.00**

**£119.00**  
(U.K.)



Game Gear **£89.99**  
Game Gear and  
any game **£109.00**  
Master Gear:  
Play master system  
games **£23.00**  
Power Supply **£9.99**



New Lynx 2  
**£82.98**  
Lynx 2 inc 1 game  
**£99.99**  
Lynx 2 carry case  
**£14.99**  
Power Pack **£call**

Fantasy Zone  
Galaga 91  
Hayleys Wars  
Mickey Mouse  
Ninja Garden  
Pop Breaker  
Shinobi

£19.99 Frogger  
£21.99 Golf  
£21.99 Head Buster  
£21.99 Monaco 9P  
£21.99 Outrun  
£21.99 Rastan Saga  
£21.99 Wonder Boy

£21.00  
£21.99  
£21.99  
£18.99  
£21.99  
£21.99  
£18.99

World Class Soccer  
War Birds  
Chequered Flag  
APB  
Road Blasters

£24.00 Pacland  
£24.99 Ninja Gaiden  
£24.99 Turbo Sub  
£24.99 Scrap Yard Dog  
£24.99 Rygar

## LYNX GAMES BESTSELLERS



**GAME BOY**  
includes:  
"Tetris" game pack  
stereo earphones  
batteries and video  
link for head to head  
competition. Mind  
blowing graphics and  
digital stereo sound

thrust earphones ready to play  
immediately.

## SEGA MASTER SYSTEM II

- ★ Power base
- ★ Two control pads
- ★ "Alex the Kid"  
Game built in  
Fantasia deal

**£59.99**

## SEGA MASTER SYSTEM PLUS

- ★ Power base 1  
control pad &  
light gun
- ★ "Hang on" &  
"Safari Hunt"  
games built in

**£79.99**

## SUPER FAMICOM

Famicom (Scart) **£185.00**  
Famicom (Scart) +  
game of your choice **£228.00**  
Famicom (Scart) +  
2 games of your  
choice **£259.00**  
Famicom (PAL) **£call**  
Autofile Turbo pad **£19.99**

**WE STOCK A FULL RANGE OF NINTENDO & MASTER SYSTEM SOFTWARE Please call for price list**

MAIL ORDERS  
SALES & ENQUIRIES DESK  
**0202 514533**

FAX: (0202) 293456

FANTASIA ENTERTAINMENTS & LEISURE  
18 MAGNOLIA HOUSE - RED HILL DRIVE  
BOURNEMOUTH - DORSET

OPEN SIX DAYS A WEEK - MON-SAT 9-5.30



Delivery charges UK Mainland  
**HARDWARE: £28.00 + VAT per box**  
**SOFTWARE: Postage paid**

Subject to availability  
despatch is normally  
effected within 7 days  
from receipt of cleared  
payment. Please allow 5  
working days for VHS tape  
clearance. All orders will  
be held up to 28 days  
unless otherwise agreed.

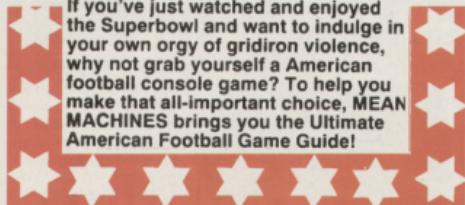
All prices and manufacturer's specifications are subject to change without notice. Please check  
availability with the manufacturer before ordering. Goods are not offered on trial basis.  
Goods are offered for sale subject to our standard conditions of sale - available on request.

**FOR A MAGICAL WORLD OF FUN & GAMES FANTASIA**



# AMERICAN FOOTBALL SPECIAL

If you've just watched and enjoyed the Superbowl and want to indulge in your own orgy of gridiron violence, why not grab yourself a American football console game? To help you make that all-important choice, MEAN MACHINES brings you the Ultimate American Football Game Guide!



## NINTENDO TEN YARD FIGHT

There are plenty of Nintendo American football games available in the States, but so far the only one to make it across the Atlantic is this conversion of the ancient 8 year old item coin-op. Rather than being an accurate simulation, it's a simplified four-level arcade-style version of the sport. It's a basic, but fun game. The graphics and sounds are rudimentary to say the least, but the simplified gameplay means that even a complete American football novice can quickly learn how the sport works.

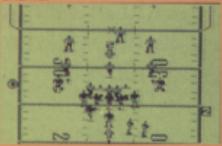
**GRAPHICS** 68%  
**SOUND** 61%  
**PLAYABILITY** 78%  
**LASTABILITY** 73%  
**OVERALL** 74%



## GAMEBOY

### NFL FOOTBALL

The only American football game currently available at the moment, and sadly it's not very good. Despite the wealth of play options and a two-player mode, the gameplay is so slow and the graphics so small and blurred that you simply cannot see what's going on and the game swiftly becomes very frustrating. A real shame.



<b>GRAPHICS</b>	41%
<b>SOUND</b>	60%
<b>PLAYABILITY</b>	49%
<b>LASTABILITY</b>	31%
<b>OVERALL</b>	40%

## MASTER SYSTEM

### AMERICAN PRO FOOTBALL

By far the finest 8-bit American football game available on any system, American Pro Football is absolutely superb, with tons of play options available, well graded difficulty settings and highly enjoyable and very addictive gameplay. An absolute must for American football loving Master System owners.



## GAME GEAR

### JOE MONTANA FOOTBALL

Virtually identical to the Master System version from which it was developed, Joe Montana Football suffers from similar problems. The graphics and sounds are alright, but the big problem is with the gameplay - it's far too easy and it lacks depth and excitement. American football fans on the move might want to give it a go, but we think you'd be better off buying Master System American Pro Football and a Wide Gear so you can play it on your Game Gear



GRAPHICS	68%
SOUND	70%
PLAYABILITY	69%
LASTABILITY	61%
OVERALL	65%

PLAYABILITY	94%
LASTABILITY	90%
OVERALL	93%
GRAPHICS	90%
SOUND	83%

### MEGADRIVE

#### MIKE DITKA'S POWER FOOTBALL

Looking like a cross between John Madden's and Joe Montana, Mike Ditka's is a fairly enjoyable American football game which looks and sounds very slick but is ultimately let down by its lack of depth and rather unresponsive controls. It's a simple game to get into, but at the end of the day you'd be better off buying the more sophisticated John Madden's - it might be harder to get to grips with, but you'll be playing it for months longer than this.

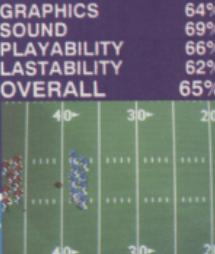
#### JOE MONTANA FOOTBALL



Although it looks impressive, Joe Montana Football is let down by its unthrilling and unchallenging gameplay. The two-player mode is



GRAPHICS	81%
SOUND	86%
PLAYABILITY	78%
LASTABILITY	76%
OVERALL	78%



GRAPHICS	81%
SOUND	86%
PLAYABILITY	78%
LASTABILITY	76%
OVERALL	78%

#### GREAT FOOTBALL

Suffering exactly the same problems as Joe Montana Football but even more so, Great Football is a limited, ugly-looking game which offers little in the way of excitement. Buy the far superior American Pro Football instead.

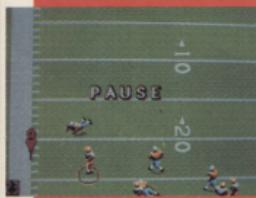
GRAPHICS	61%
SOUND	58%
PLAYABILITY	61%
LASTABILITY	53%
OVERALL	55%





## MEGADRIVE

### JOE MONTANA'S FOOTBALL

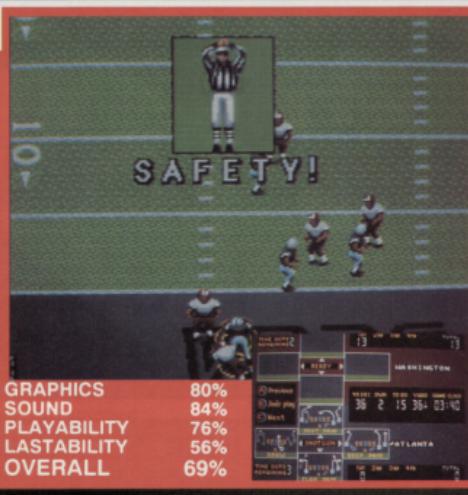


Joe Montana's is the easiest Megadrive American football game to get into, but that's its downfall. The computer opponent is a complete pushover and the limited amount of plays means that the game is very quickly mastered and becomes dull soon after.

### JOE MONTANA'S SPORTSTALK FOOTBALL

Rather than tackle John Madden head-on, Sega have taken an unusual approach with this one and the end result is a stunning showpiece game. Containing the most speech ever heard in a videogame, Sports Talk football gives you a full commentary as you play! The effect is astounding and is guaranteed to reduce even the most ardent Amiga owner into a gibbering wreck. The gameplay is simple but enjoyable, and the game is recommended to players who already have John Madden's in their collection.

**GRAPHICS** 81%  
**SOUND** 96%  
**PLAYABILITY** 85%  
**LASTABILITY** 80%  
**OVERALL** 83%



**GRAPHICS** 80%  
**SOUND** 84%  
**PLAYABILITY** 76%  
**LASTABILITY** 56%  
**OVERALL** 69%

### JOHN MADDEN'S FOOTBALL

The original stunner, this is simply an astonishing American football game. It's since been superseded by John Madden's Football '92, but at its reduced price of £29.99 it's still well worth a look if you can't quite stretch to the £39.99 price tag of John Madden's Football '92.

### JOHN MADDEN'S FOOTBALL '92

John Madden's Football '92 features superb graphics, sound and presentation and stunning gameplay. All the thrills and



**GRAPHICS** 94%  
**SOUND** 95%  
**PLAYABILITY** 95%  
**LASTABILITY** 92%  
**OVERALL** 93%

excitement of the sport has been captured perfectly and the end result is THE finest American football game available on any system. An essential purchase.



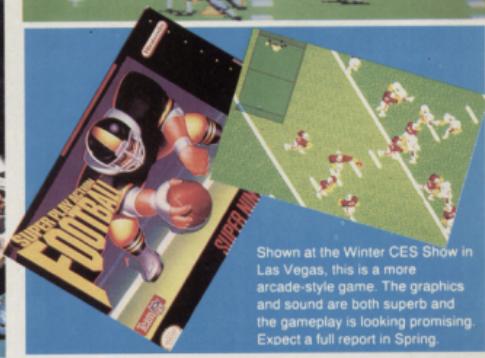
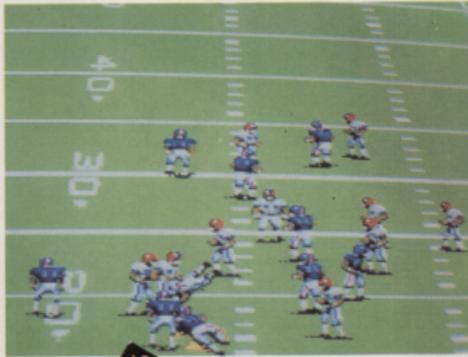
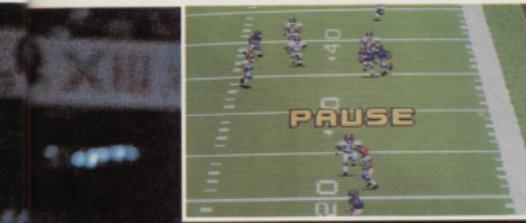
**GRAPHICS** 95%  
**SOUND** 94%  
**PLAYABILITY** 96%  
**LASTABILITY** 94%  
**OVERALL** 95%

## SUPER NES

### JOHN MADDEN'S FOOTBALL

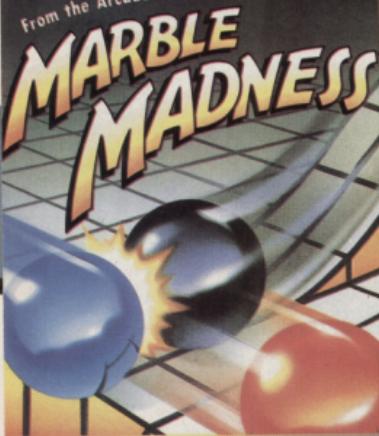
The version currently available on import is surprisingly disappointing. Compared with the original Megadrive version it looks unfinished and suffers from flickery graphics. The gameplay, although fun, is also a bit rough around the edges. Electronic Arts are aware of these criticisms and are currently reprogramming the game for official UK release later on this year. Our advice is to hang on until then, rather than buy this version.





Shown at the Winter CES Show in Las Vegas, this is a more arcade-style game. The graphics and sound are both superb and the gameplay is looking promising. Expect a full report in Spring.

From the Arcade Classic



Converted from the massively successful Atari coin-op, *Marble Madness* casts the player as a marble out to win a number of races set on a scrolling isometric 3D environment.

There isn't exactly much in the way of competition. Your objective is just to beat the clock and finish the race before the timer reaches zero. This might sound simple, but making matters more difficult are the sheer amount of hazards to be overcome. The marble responds realistically to the contoured terrain making half of the challenge keeping your marble rolling in the direction you want it to. Different surfaces, like ice, for example, make keeping control even more difficult.

But perhaps the most dangerous obstacles are the living creatures that infest the *Marble Madness* domain. The most common are black marbles that attempt to barge you off the edge of the course. Other hostile creatures come in the form of acid pools that literally burn your sphere away into nothingness. Later levels introduce even more varieties of lethal alien beings - and dusting your orb-like posterior is their idea of a good time.

There are six levels of exciting bowel-shatteringly exciting action in *Marble Madness*. Do have the amazing gift of video game dexterity required to overcome the odds and conquer the game?



▲ This second level is a cinch.



▲ Those ramps should help.

## COMMENT

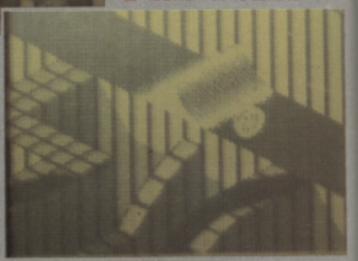
 **JULIAN** Like *Gauntlet II*, reviewed elsewhere in this issue, *Marble Madness* is a black and white replica of the coin-op. All the features of the original have been packed in, and the end result is a superb game which'll keep you coming back constantly to try and beat your score! An excellent game that's a must for portable gaming freaks.

## COMMENT

 **RICH** Amazing as it may sound, this Mindscape conversion of *Marble Madness* is virtually identical to the coin-op in terms of graphics and playability. Although there are only six levels, it's so fun to play, you'll still come back for more. A great Gameboy purchase!



▲ GOAL! You've done it!



## ARCADE COMPARISON

As you can see by comparing the screenshots, Gameboy *Marble Madness* is visually identical to the coin-op original, the only difference being that the graphics are monochrome. Also, the arcade machine had a simultaneous dual player option and trackball controllers.



NINTENDO £19.99	
RATINGS	
PRESENTATION	80%
GRAPHICS	93%
SOUND	79%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	87%

1-2  
PLAYERS



# ORIENTAL CONNECTION

MON-SAT

9am-7pm

## UK Office

For the best in TV games systems and software

34 Dalesford Road, Acorns, Aylesbury, Bucks HP21 9XD

Tel - (0296) 437127

Fax auto switch - (0296) 437127

SEGA MEGADRIVE	WITH ONE GAME	£130
MEGA CD ROM		£CALL
SEGA GAME GEAR	WITH ONE GAME	£110
NINTENDO SUPER FAMICOM	WITH ONE GAME	£225
NINTENDO SUPER NES	WITH SUPER MARIO	£240
NINTENDO GAME BOY	WITH TETRIS	£69

AND A FULL RANGE OF CONSOLE ACCESSORIES  
AND SOFTWARE

PART EXCHANGE SERVICE OFFERED ON  
HARDWARE AND SOFTWARE  
FOR MAIL ORDER, ALL GOODS ARE SENT FIRST CLASS  
RECORDED DELIVERY  
PLEASE ADD £2 PER GAME TO COVER POSTAGE AND  
PACKAGING

**NUMBER 1**  
VIDEO GAMES

SURREY'S LEADING SUPPLIER OF SEGA  
VIDEO GAMES (TRADE ENQUIRIES WELCOME)

TOP ENGLISH, AMERICAN AND JAPANESE  
GAMES - JUST A PHONE CALL AWAY!

ORDER HOT LINE	081-643 5001	FAX NUMBER	081-770 0747
-------------------	--------------	---------------	--------------

WE HAVE A VAST SELECTION OF SEGA GAMES "IN  
STOCK" - RING NOW FOR FURTHER DETAILS...

MERC'S	39.99	HELLFIRE	39.99
FANTASIA	39.99	ISHIDO	24.99
JAMES POND II	44.99	BLOCKOUT	29.99
F22 INTERCEPTOR	39.99	MAGICAL HAT	29.99
GOLDEN AXE II	39.99	ARROW FLASH	29.99
RAIDEN TRAD	39.99	CRACKDOWN	39.99
STREETS OF RAGE	39.99	DARWIN 4081	24.99
M1 BATTLE TANK	39.99	WHIP RUSH	39.99
MARIO LEMIEUX HOCKEY	39.99	ART ALIVE	39.99
OUTRUN	39.99	SPIDERMAN	39.99
TOE JAM & EARL	39.99	IMMORTALS	39.99
CALIBER 50	39.99	SUPER SHINOBI	39.99
FATAL REWIND	39.99	WONDERBOY III	29.99
ROAD RASH	39.99	SONIC THE HEDGEHOG	34.99
JOHN MADDEN 92	44.99		

**BUY OUR SPECIAL  
VALUE 3 PACK**  
MAGICAL HAT,  
ISHIDO &  
DARWIN 4081  
£50.00

**JAPANESE GAME  
CONVERTOR  
ONLY**  
**£12.99**

**NEW JAPANESE  
MEGADRIVE  
ONLY**  
**£109.99**

MAKE CHEQUES PAYABLE TO NUMBER ONE VIDEO GAMES  
POST TO: UNIT 9, 13-19 LOWER COURT,  
LOWER ROAD, SUTTON, SURREY. SM1 4QJ  
CALLERS WELCOME

PLEASE ADD £1.00 P&P PER GAMES (£6.00 PER CONSOLE)

# HARTSCROFT

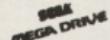
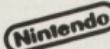
TEL: 081 656 6006

65, SPRING PARK ROAD SHIRLEY, CROYDON CR0 5E1  
(JUST OFF THE WICKHAM ROAD)

OPENING HOURS

MONDAY - FRIDAY 10AM - 5.30PM  
SATURDAYS 9AM - 6.30PM

AMEX  
VISA



NINTENDO  
GAMEBOY

A LYNX

SECOND HAND GAMES AND MACHINES

AVAILABLE.

PLEASE RING FOR RELEASES AND PRICE LIST.

MAIL ORDER

PLEASE MAKE CHEQUES AND PO'S TO  
"HARTSCROFT"

P+P GAMES £1 P+P MACHINES £3.50  
FAST DELIVERY.

**GAMEMAGICK**

GAMEMAGICK  
CAVERN WALKS  
MATHREW STREET  
ST LIVERPOOL  
L2 6RE

ORDER HOTLINE  
051 227 1977  
9.00am - 6.00pm  
AFTER EVENING HOTLINE  
6.30pm - 8.00pm  
051 709 6226

SEGA MEGADRIVE

£135.00

BUCK RODGERS (USA)	CALL	JAP
CRACKDOWN	£32.00	GHOSBUSTERS II
DEVILS CRASH	£35.00	SUPERMARIO LAND
TOP GUN (USA)	£38.00	MICKEY MOUSE II
EA ICE HOCKEY	£38.00	CHASING CATS
FATAL REWIND	£38.00	BUBBLE BOBBLE
FIGHTING MASTER	£38.00	CHASE DO
FT GOLF (USA)	£42.00	DRAGONS LAIR
F22 INTERCEPTOR (USA)	£42.00	POWERSLAVE II (HOT)
HELLFIRE	£32.00	TNT II (HOT)
JOHN MADDEN II (USA)	£38.00	TERMINATOR 2 (USA)
LAKERS VS CELTICS (USA)	£38.00	WWF: WRESTLING (USA)
MARVEL VS CAP (USA)	£38.00	
PGA TOUR GOLF (USA)	£38.00	
QUACKSHOT	£34.00	
RING OF POWER (USA)	CALL	JAP
ROAD RASH (USA)	£38.00	SONIC THE HEDGEHOG
ROAD RASH (USA)	£38.00	HEAVY WEIGHT CHAMP
SPIDERMAN	£31.00	DONALD DUCK (LUCKY DIME)
SUPER SHINOBI	£32.00	NINJA GAIDEN
STREETS OF RAGE	£38.00	ADMIRAL FLEET
STREETS OF RAGE (USA)	£38.00	SPACE HARRIER
STRIDER	£32.00	PARADISE OF KUNICHIKAN
TASK FORCE HARRIER	£38.00	4 Games in 1 Column Tennis with Sonic
CD ROM (SCART only)	CALL	as Uprise Card Game

ALL ABOVE GAMES ARE  
JAP CARTRIDGES  
UNLESS OTHERWISE  
STATED.

JAP TO UK ADAPTER

£11.99

WE RESERVE THE RIGHT TO ALTER PRICES WITHOUT  
NOTIFICATION. ALLOW 5 DAYS FOR CHEQUES TO CLEAR -  
PAYABLE TO GAMEMAGICK

P+P £1 PER GAME  
£10 PER CONSOLE

VISA

AMEX

# TOP 10 CHARTS

ALL FORMATS



## MEGADRIVE

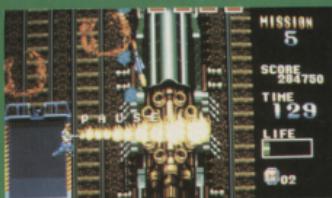
1	◀	DONALD DUCK
2	NE	MERC'S
3	NE	GOLDEN AXE 2
4	◀	STREETS OF RAGE
5	NE	TOEJAM AND EARL
6	NE	SHINING/DARKNESS
7	▼	EA HOCKEY
8	▼	BONANZA BROS
9	▼	ROAD RASH
10	▼	DECAPATTACK

### MEGADRIVE

Donald Duck: Quackshot remains at the top o' the Megadrive charts, but there's "stiff" competition from that awesome blaster, Mercs. Further on down the chart, Golden Axe 2 emerges. But otherwise, that's about it.



▲ Golden Axe 2 burns things a' three.



▲ Mercs holds firm at two.

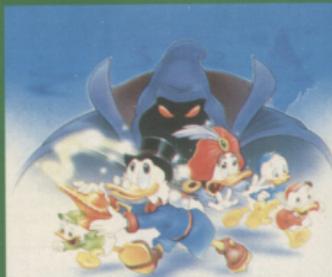


## GAMEBOY

1	◀	SUPER MARIOLAND
2	◀	DUCK TALES
3	◀	ROBOCOP
4	◀	F-1 RACE
5	◀	GREMLINS II
6	◀	BATMAN
7	◀	BUGS BUNNY
8	◀	TURTLES
9	◀	SPIDER-MAN
10	◀	DR MARIO

### GAMEBOY

Just like those naughty Nintendo charts, the Gameboy listings are supplied by Club Nintendo, who couldn't get the charts to us in time this month! Doh! Don't worry, normal service will be resumed next month. In the meanwhile, feast your eyes on last month's Gameboy action!



▲ Like everything else, Donald stays put.

### PREDICTIONS

MEGADRIVE: MERC'S  
MASTER SYSTEM: DONALD DUCK  
NINTENDO: MARIO III  
GAMEBOY: MARIO



# SEGA

1	◀	SONIC
2	NE	DONALD DUCK
3	NE	XENON II
4	▼	PACMANIA
5	NE	BONANZA BROS
6	NE	MERC'S
7	NE	LASER GHOST
8	NE	G-LOC
9	NE	LINE OF FIRE
10	▼	LEADERBOARD

## SEGA MASTER SYSTEM

Sonic the Hedgehog keeps a "firm" grip on the Master System chart, but there's competition in the form of Donald Duck: The Lucky Dime Caper. A veritable avalanche of new games appear nearer to the bottom of the chart. How will they fare next month? You'll have to wait and see.



▲ Cue "bee in bonnet" joke.

# NINTENDO

Cer-KEY! I bet you're wondering why these charts look exactly the same as last month! Well, the truth is that Mr Club Nintendo himself, Mark Smith, was just so overworked, he couldn't get the charts to us in time. Oh well. You'll just have to wait until next month to find out what happened.

▼ There's no stopping Mario at the top.



# NINTENDO

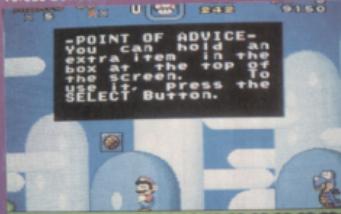
1	◀	SUPER MARIO III
2	◀	THE SIMPSONS
3	◀	WWF
4	◀	GREMLINS II
5	◀	DUCK TALES
6	◀	LINK
7	◀	SUPER MARIO II
8	◀	ZELDA
9	◀	ROBOCOP
10	◀	SOLSTICE



At the end of Super Mario Bros III, Mario and Luigi succeeded in dealing an almost fatal blow to their arch nemesis, Bowser the Koopa King. But being the cunning little devil that he is, Bowser escaped and headed to the mountains to recover and plan an evil vengeance of terrifying proportions!

Hailed as heroes by the liberated Mushroom minions, Mario and Luigi thought that they had finally defeated their most feared foe. Obviously, they were both a tad shocked when Bowser returned to the scene with seven new Koopa Kids and proceeded to take over the entire Mushroom World! But not only that, Bowser stunned the Mario Brothers by once again abducting the beautiful Princess Mushroom AND taking the seven priceless Mushroom Eggs - Mushroom World's priceless heritage!

Once again, it is down to Mario (and Luigi in two-player mode) to traverse the scrolling platform levels that make up the Mushroom Worlds, taking out the various minions that Koopa has left behind. The overall objective is to undo the majority of the damage Koopa has done by infiltrating the strongholds of the Koopa Kids, dusting their monkey asses and recovering the Mushroom Eggs they have hidden. This paves the way to the lair of Bowser in his secreted mountain hideout, known as the Koopa patch. Then it's the familiar Final Confrontation: Mario versus Bowser in an all or nothing battle to the death!



▲ Useful advice is dotted throughout the game.

### THE MAP OF MARIO



Travelling between each mini-level is accomplished on this large scrolling map. Simply move Mario to the destination of your choice and press the button. However, you can't just select any level. Only by completing the mini-levels do you open up the paths leading to more stages!

# SUPER MARIO BROS.



4



## A FUNGI TO BE WITH

Mario's into mushrooms in a big way - and it's not surprising considering what they do to him! Collecting a green spotted mushroom, for example, endows Mario with an extra life. Red spotted fungi has far more dramatic results - they make Mario grow to double his normal size, and open up a range of power-up weaponry to the lucky Italian plumber!



▲ This underwater cave could spell doom to the boy Mario...



## JUMPED BY MARIO



As if you didn't know, Mario's primary form of attack comes in the form of his devastating jumping prowess. Simply by jumping up in the air and falling on his prey, Mario instantly duffs up most Koopa minions! However, some of Bowser's pals are a bit clever, and repel the Mario assault by having spiked skin or even being on fire!



# SUPER MARIO BROS. 4



▲ Mario vs Bowser!

## GREAT BALLS OF FIRE

Collecting a special flower has a strange effect on our plumbing hero. Its herbal effects dye Mario's dungarees white and he's able to fire bouncing fireballs at his unsuspecting prey! This comes in handy for slapping Koopa minions about in a confined space where there's no room to jump and squash the meannies.



## SUPER MARIO!



Special leaves that Mario collects turn him into Super Mario - complete with cape! With this wondrous item, Mario is able to fly and thus get to previously unreachable platforms. These could lead to secret levels and bonuses!



▲ Mario can travel on both sides of the fence.



## MARIO'S REPTILIAN CHUM

Just about every creature in the Mushroom Lands has been turned against Mario, with the exception of a race of dinosaur-like creatures. Should Mario clamber atop one of these cuddly, reptilian beings, he's able to ride it along, and use its amazing gobbling abilities to consume any Koopa meanie in his path! These useful creatures come in many different shapes and sizes - some of them even have wings, enabling Mario to take to the skies!



## SUB AQUA MARIO

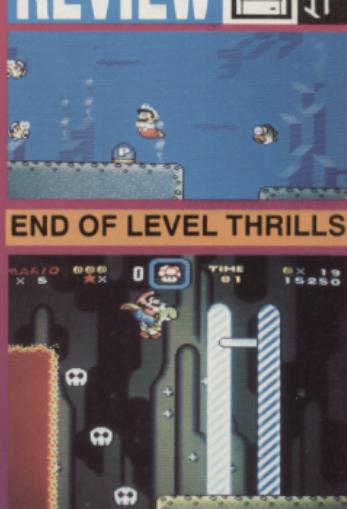
Some levels of Mario IV are staged completely under water! Being a bit plump, Mario isn't best suited to this change of scene. The extra inertia generated by the water makes his movements a lot more sluggish, and if he doesn't keep up his breast stroke, he falls to the bed of the river/ocean (depending on the level) and drowns! But if Mario is particularly lucky, he might find a special block that, whilst carried, speeds him up and makes him more agile too!

► There are plenty of coins in the underwater levels.



## A KICK IN THE GHOULIES

Dotted around the map are various ghost houses. These are very helpful to Mario because once he's beaten all of the undead minions of these unsavoury places and reached the exit, he's immediately eligible to save his game! Saving the game preserves the amount of levels you've discovered. Can you locate all 96 levels?



At the end of each mini level, Mario is confronted by a rising and falling crossbar, suspended between two poles. This is a chance for our hero to earn bonus lives. By jumping up and touching the bar he receives a meaty bonus in the form of stars - the higher it is when he touches it, the more stars he gets! Every time Mario collects 100 stars he enters a bonus game where he can earn extra lives a-plenty.

## COMMENT



What a game to give away FREE with the Super NES! Nintendo have created a giant roller coaster of a cartridge here, packed with masses of challenge, scores of secret rooms and what can only be described as almost perfect playability! Mario IV is quite similar to its 8-bit predecessor in terms of gameplay, and the completely brilliant control method that made RICH Mario III so intuitively superb also returns. The little dinosaur that Mario runs around on is also a delight, adding a new dimension of gameplay to the concept. What is perhaps the most breathtaking aspect of this game must be its sheer depth - completing the game shouldn't take very long at all, but it's in finding all 96 levels that the game really gets you coming back for more. There's just so much to see and enjoy in this game, I guarantee that you'll be hooked for months! Here at MEAN MACHINES, we've seen every Super NES game there is, and yet Mario IV remains the most superb game on the system, and gives Mario III a good run for its money in the "Best Video Game Ever" stakes!



▲ This leaf grants flying abilities!



## EXPERTS ONLY!



The real test for Mario IV players is to complete the Star Worlds hidden deeply in the game. Each of these tests an aspect of your Mario abilities, be it your jumping accuracy, flying skills or just your reactions in general. Complete every one of these Star Worlds and you're given a special congratulatory message - and not only that, the majority of the enemy sprites are completely altered! To show that this change has occurred the main map's colour scheme is altered to tasteful pastel shades!



## COMMENT



Back in October said that Super Mario III was the finest videogame I'd ever played. Ask me now and I'd tell you a different story! Yes, there's a new "greatest game" in town, and it's called Super Mario IV. There might be games with better graphics and sound, but in the all-important playability stakes this is King. The perfect-feeling control system, beautifully balanced difficulty level, outstanding puzzles, immense long-lasting appeal and loads of undiscovered secrets make this the most addictive, rewarding and enjoyable game yet seen. To put it simply, Mario IV is the ultimate videogame experience the only bad news is that if you want to taste its excellence, you've got to go out and buy a Super NES!



▲ Besieged from all sides! Watch it, Mario!



▲ A legion of meanies accost Mario.



BY: NINTENDO

PRICE: FREE

RELEASE DATE: MARCH

GAME DIFFICULTY: MEDIUM

LIVES: 5

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: SKILLFUL

1  
PLAYERS

## PRESENTATION 93%

There are loads of excellent little graphical touches and a completely fab control mode.

## GRAPHICS 91%

Perfectly defined and superbly animated sprites along with excellent backdrops.

## SOUND 93%

The Super NES remixes of the distinctive Mario themes are great and the spot effects are superb.

## PLAYABILITY 98%

Mario IV immediately grabs you with its highly enjoyable, challenging, frustration-free gameplay.

## LASTABILITY 97%

Completing the game is pretty easy, but it's finding all 96 levels that makes this one of the longest lasting Super NES games.

## OVERALL 98%

The greatest 16-bit platform game yet devised - and it's FREE when you buy a Super NES!



You don't have to be Einstein to get the most out of your Amiga with...



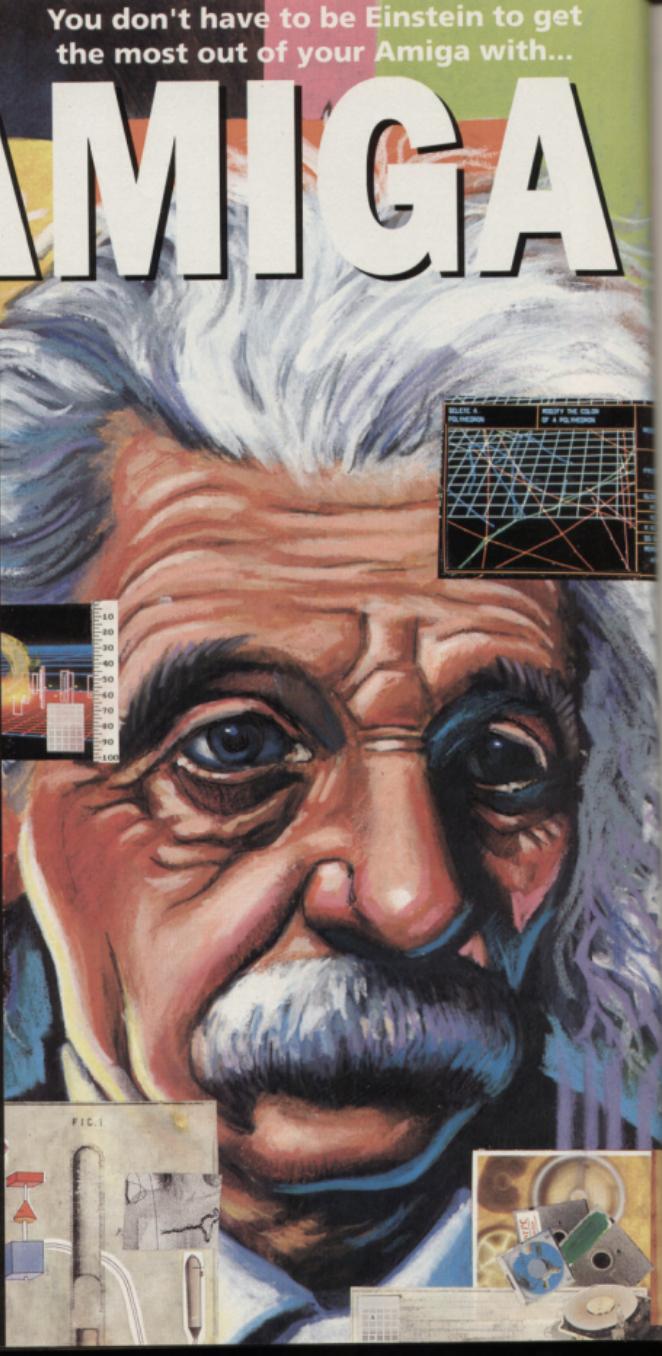
# AMIGA

CU Amiga offers you easy access to all the possibilities that your Amiga holds. Packed with a breadth of coverage beyond games, CU Amiga delivers -

- The ultimate peripheral coverage. Extensive, clear guidelines on what's available, how you can use it and what's best to buy
- Unsurpassed hardware coverage. CU Amiga was the first magazine to regularly feature CDTV.
- The best buyers guide. At least 33 pages packed each month with all the information about what's best
- 60 non entertainment products put under the microscope each month
- 100+ games reviewed every month.

Beyond games with...

**CU** AMIGA



## GAMES GALORE NEW YEAR SHOPPING LIST

8000'S GAMER'S GRAMMES R/T 19.99 AND RECEIVE A FREE POWER SUPPLY!

HAPPY NEW NEW

London Road, Ipswich, Suffolk IP3 9SE

UK MACHINE BUILDING POWER PLANT AND  
SEGMA MEGACHEMIE GMBH

APC/DELTA POWER STICK	22.95	POWDERMATE	19.95
APC/DELTA POWER STICK	22.95	POWDERMATE	19.95
APC/DELTA POWER STICK	22.95	POWDERMATE	19.95
APC/DELTA POWER STICK	22.95	POWDERMATE	19.95
APC/DELTA POWER STICK	22.95	POWDERMATE	19.95

ALL THE FOLLOWING ARE ONLY  
CHARGE FEES FOR HANDLING THE WORKS  
OF THE AUTHOR WHICH ARE TO BE USED FOR  
THE PUBLICATION OF THE WORKS.

NAME'S BEST BET DOWGUNS BOX 27-99  
PO BOX 1000, KEELEY, CO 80640-1000

30-35 CHILDREN'S BOOKS  
35-40 CHILDREN'S PICTURE BOOKS  
40-45 CHILDREN'S PICTURE BOOKS  
45-50 CHILDREN'S PICTURE BOOKS  
50-55 CHILDREN'S PICTURE BOOKS  
55-60 CHILDREN'S PICTURE BOOKS  
60-65 CHILDREN'S PICTURE BOOKS  
65-70 CHILDREN'S PICTURE BOOKS  
70-75 CHILDREN'S PICTURE BOOKS  
75-80 CHILDREN'S PICTURE BOOKS  
80-85 CHILDREN'S PICTURE BOOKS  
85-90 CHILDREN'S PICTURE BOOKS  
90-95 CHILDREN'S PICTURE BOOKS  
95-100 CHILDREN'S PICTURE BOOKS

THESE MASTER SYSTEMS ARE BASED ON THE SAME DESIGN AS THE STANDARD SYSTEMS. THEY ARE DESIGNED FOR USE IN THE FIELD OF INDUSTRIAL AUTOMATION.

19.00	STYLIZED DESIGN	19.00	STYLIZED DESIGN	19.00	STYLIZED DESIGN
19.00	DOUBLE DESIGN	19.00	DOUBLE DESIGN	19.00	DOUBLE DESIGN
19.00	REVERSE OF SHINOS	19.00	REVERSE OF SHINOS	19.00	REVERSE OF SHINOS
19.00	STYLIZED DESIGN	19.00	STYLIZED DESIGN	19.00	STYLIZED DESIGN
19.00	STYLIZED DESIGN	19.00	STYLIZED DESIGN	19.00	STYLIZED DESIGN

33 30 CENTRAL  
34 29 TRINITY  
35 28 PAGEBRO  
36 27 CARBON FILTER  
37 26 PLEASE PHONE FOR OTHERS AND  
38 25 KARO'S  
39 24 WERF MARIO LUND DR MARIO  
40 23 SUPER MARIO LUND DR MARIO  
41 22 WERF MARIO LUND DR MARIO  
42 21 17.00  
43 20 17.00  
44 19 17.00  
45 18 17.00  
46 17 17.00  
47 16 17.00  
48 15 17.00  
49 14 17.00  
50 13 17.00

NAME OF GAME      VERSION      MAX COST

-----  
TOTAL 100.00  
-----  
OUT-OF-STATE PURCHASES 34.50  
OUT-OF-STATE PURCHASES 34.50  
ALEX HODDIE WORLD 15.00  
ALEX HODDIE WORLD 15.00  
TOTAL 100.00

TOPIC: 98000000 SHANGHAI BATTLE OF THE PLATE CARD NO: 157 90 33 99 30 99 31 99 32 99 33 99

TRIPOLYMER GOLF 30-90 ALDEX 100D WINTERGOLF 30-90 DATE

SHANTI SWAROOP 31/99 ASTER DVENTURE 17/99 CONSOLIES 95/00 EACH ACCESSORIES 11/95 EACH

Digitized by srujanika@gmail.com

After hundreds of years of intergalactic wars and such, the universe is finally at peace, with twelve major races sharing the universe in harmony. Each of these races is led by a champion of such supreme hardness that even Mr T would shake in his jewelry were he to face but one of them.

Everything is hunky-dory until the Dark Lord Vasula, leader of the underground world of Dominion makes his presence felt. In the tradition of the Fighting Masters, he challenges each one to single combat and defeats all but the last, that being you. You must now battle your way through the other eleven enslaved Masters to reach Vasula and bring order to civilisation once more.

What this boils down to is a series of one-on-one combats in a variety of planetary arenas. Each Master has a number of individual moves available to him, her or it, depending on the individual capabilities of their race, and these advantages must be tactically pitted against the weaknesses of your opponent to ensure maximum scrapping success.



### DIO

HEIGHT: 5'5

WEIGHT: 220 LBS

ATTACK POWER: 5

SUPLEX POWER: 32

You might be excused for thinking Dio is a complete vegetable - because he is! He's also one of the least likely contenders for Fighting Master! His supreme speed and jumping abilities coupled with his jumping root-smash and awesome Venus fly trap chomping move make him a good choice if you don't mind low-power attacks. Take care against Morin though, as even Dio's reach is eclipsed by hers.



### EYESIGHT

HEIGHT: 5'7

WEIGHT: 242 LBS

ATTACK POWER: 7

SUPLEX POWER: 24

The blue boxer with the horn is Eyesight. He's the only creature not to have a throwing move, but makes up for it by having one of the hardest regular attacks. And even though his suplex power is low, his extendo-punch, rapid-fire face punch and rather bad Asterix-style uppercut will make you think he's twice as strong as he is.



### ELPHA

HEIGHT: 6'0

WEIGHT: 353 LBS

ATTACK POWER: 6

SUPLEX POWER: 33

This Elephantine combatant is an expert at trunk-related tomfoolery. If you're caught in the nasal appendage of this guy, you can expect to be thrown against the nearest side barrier quite soon. Either that or be tossed up in the air to meet with the shoulders of Elpha himself on the way down. Unfortunately, Elpha may be quite strong and possess a reasonable reach, but he is slow and limited in his fighting repertoire.



### ZRYGUNTE

HEIGHT: 5'6

WEIGHT: 242 LBS

ATTACK POWER: 6

SUPLEX POWER: 33

Insectoid features Zrygunte makes the most of his rock hard exoskeleton by crushing enemies with a spine-breaker similar to Goldrock's, as well as a chunky pile driver and aerial kick! He may sound like an ideal combination of Goldrock, Tomahawk and Flamer, but be warned, his reach is quite short and he's less than agile.



## LARRY

HEIGHT: 5'7

WEIGHT: 220 LBS

ATTACK POWER: 6

SUPLEX POWER: 33

Larry is Earth's Fighting Master and learned his trade by watching lots of WWF videos. As a result, he's on a wrestling par with that of Flamer, although Larry sacrifices speed for power.



## BARRIER SHEEN

During a fight, to ensure that neither of the contestants can chicken out and escape, barriers have been placed all around the fighting ring. Throwing an opponent into it gives them a severe electric shock and is a great way to reduce their life bars further than normal, so position your moves carefully to rack up the damage!

► *Morin's incredible tonfas of power rip into a bemused Beowulf! Morin is a fast mover, with a long-range attack.*



### IS.COM

► *There's plenty of high-flying kicking action as Tomahawk unleashes a devastating attack!*



## MEDUSA

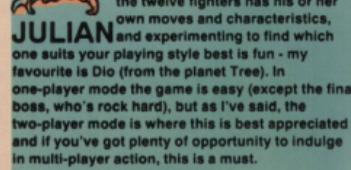
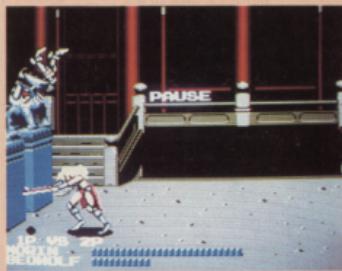
HEIGHT: 5'1

WEIGHT: 397 LBS

ATTACK POWER: 6

SUPLEX POWER: 41

Blubber-boy Medusa has a suplex power rivaled only by Drasor. This is used to best effect by pressing B whilst in a hold. The opponent will then be smashed repeatedly over Medusa's head and then be thrown into her nearest barrier. Wicked stuff!



## COMMENT

Fighting Masters is one of those games that provides a moderate amount of entertainment with single-player action but really comes into its own as a multi-player game. With two contestants battling it out it's fun, fun, fun all the way as you indulge in a veritable violence fest! Each of the twelve fighters has his or her own moves and characteristics, Julian and experimenting to find which one suits your playing style best is fun - my favourite is Dio (from the planet Tree). In one-player mode the game is easy (except the final boss, who's rock hard), but as I've said, the two-player mode is where this is best appreciated and if you've got plenty of opportunity to indulge in multi-player action, this is a must.



▲ Beowulf's spinning attack slaps straight into a bewildered opponent who can't block the stunning.



▲ Tomahawk grabs his prey and chuck's him straight into the wall! Oww!



### COMMENT

Fighting Masters is a classic example of one of those games you have to "get in to". To begin with, the shambling sounds, seeming lack of moves and comparative ease of the one-player mode make the going quite dull. However, there's always the compulsion to see what the other characters can do, and this sustains interest for long enough for you to get a feel for the controls. Once you get the hang of how to perform all the special attacks and such, Fighting Masters becomes much more fun. Even better is the two-player mode, which pits you against another human in a battle of both reflexes and tactics. If you're going to be playing on your own, forget it. Even on hard level the road to Valgasu is too easy, until you reach Valgasu himself, who is nigh on Invincible. If you're usually going to have a second player around to beat up though, nab a copy now.



**BY: TRECO**  
**PRICE: £34.99**

RELEASE DATE: NOW  
GAME DIFFICULTY: EASY  
LIVES: 1  
CONTINUES: 3  
SKILL LEVELS: 3  
RESPONSIVENESS: GOOD

1-2  
PLAYERS



### PRESENTATION 84%

Animated title and intro screens. In-depth character selection screens.

### GRAPHICS 72%

The sprites are original and well-drawn and the animation is reasonable.

### SOUND 67%

Oh! Ghastly tunes and weedy effects make Fighting Masters and aural graveyard.

### PLAYABILITY 85%

Control of each character is easy, although in the heat of battle some of the direction controls and button combinations can be

### LASTABILITY 78%

One-player mode lacks challenge, but with two players around, you should be kicking each other in for some time to come.

### OVERALL 81%

An enjoyable Streetfighter II style game which provides excellent two-player fun, but is severely lacking as a one-player game.

## GAMES & SOFTWARE

35 Tilbury Road, Thorney Close, Sunderland, SR3 4PB

SEGA MEGADRIVE CARTRIDGE LIST

Japanese cartridges can only be used in English machines with a Special Adapter. See Below.

Alien storm	C29.99	Mooneater	£26.99	Extra Joypads	£15.99
Aero Blasters	C29.99	Midnight Resistance	£26.99	+ pad £1	
Atom Roboekid	C27.99	Monster Hunter	£29.99	Scat Leader (Top Quality)	
Atom Bros	C29.99	Neon Alesis	£26.99		
Banana	C29.99	Outrun	£32.99	We accept used Megadrive	
Afterburner II (USA)	C29.99	Phelos	£19.99	games in part exchange for	
Attentad Beast	C15.99	Radiant End	£39.99	other games from our list	
Attack of the Nash	C29.99	Rebel	£29.99	Offer price from our list	
Axiz F2	C24.99	Shadow Dancer	£19.99		
Battle Galler	C24.99	Shi-Kin-Joy (Dancer)	£26.99	<b>ENGLISH CARTRIDGES</b>	
Battle Squadron	C24.99	Shiell Myoton	£19.99	Arnoid Palmer Golf	£32.99
Battering Force	C24.99	Smart	£26.99	Arnoid Palmer Golf	£32.99
Curse	C12.99	Strider	£26.99	Arnoid Palmer Golf	£32.99
Crackdown	C19.99	Super Airwolf	£24.99	Farid Labynsynh	£29.99
Cyberball	C23.99	Super Real Basketball	C23.99	Flicky	£27.99
Dangerous Goods 4	C17.99	Sword of Sodan	£19.99	Ice Hockey	£36.99
Darius II	C29.99	Tatsun	C23.99	Ice Hockey	£37.99
Dick Tracy (Jap)	C26.99	Twin Hawks	£19.99	Iron Tarn	£29.99
DJ Boy	C19.99	Ultimate Hex	£19.99	It! Matabri - tank battle	£42.99
Dino land	C32.99	Voltex	£05.99	Lakers v Celts	£32.99
Dynamite Duke	C19.99	Whip Rush	£19.99	Ishido	£32.99
Electronic Master	C19.99	Wonderboy III	C23.99	John	£39.99
Eswat	C19.99	World Cup Soccer	£19.99	James Butler Boxing	£34.99
Fantasy Soldier III	C26.99	XDR	£19.99	John Maddin Ball	£34.99
Fatman	C19.99	Zoom	£12.99	PGF Golf	£37.99
Final Ground	C19.99	for secondhand games		Rambo III	£25.99
Gauris	C29.99	ADD POST &		World Cup Italia '90	£29.99
Ghouls & Ghosts	C29.99	PACKING @ £1 PER		Yesterdays	£29.99
Golden Axe	C29.99	ORDER		Sonic Hedgehog	£32.99
Granada X	C19.99	Jaguar		Hardball	£36.99
Heavy Unit	C24.99	Japanes Megadrive +		Road Rash	£37.99
Heavy Unit X	C29.99	PSU + 1 Game of our		Star Control	£37.99
Junction	C25.99	choice		State of Rage	£37.99
Jewel Master	C32.99	£0.99 - £9.99		Turrican	£35.99
Jon Mountain 'Ball	C22.99	Japanese Megadrive +		Kings Bounty	£32.99
Kix	C19.99	PSU + 1 Game to the		Outslaght	£36.99
Magical Hat	C22.99	value of £1.99		Mighty Max	£44.99
		£1.99 - £9.99			
				<b>UK Megadrive</b>	
				<b>+ PSU + 1 Game</b>	
				<b>£19.90</b>	

JAPANESE CONVERTOR TO ENABLE ENGLISH MEGADRIVES TO RUN JAPANESE GAMES ..... £8.95 + POST/PACKING £1 (ALWAYS IN STOCK)

We part exchange your Used Games for any on our list.  
Please include £1.00 p&p Software, £5.00 p&p Machines  
Phone first 061 528 6951



#### MODEL AERODROME



NATIONAL MAIL ORDER SUPPLY OF NINTENDO AND SEGA MEGADRIVE AND GAMEGEAR SAME DAY DESPATCH  
NINTENDO GAMEBOY, NES AND SEGA MEGADRIVE AND GAMEGEAR ON PERMANENT DEMONSTRATION  
SEEING IS BELIEVING!! COME AND VISIT US ON OR PHONE YOUR ORDER THROUGH THE CHOICE IS YOURS. ALL OUR  
STOCK IS HOME AND IN UK ORDERED

NINTENDO NES NEW SOFTWARE		OUR TOP NES SELLERS		STOCK IS NEW AND OR SUPPLIED	
SUPER MARIO III	39.95	SUPER MARIO II	19.95	DOUBLE PLAYER	19.95
BATTLE OF OLYMPUS	34.95	WORLD CUP	29.95	BAKU CON KID	19.95
KABUKI QUANTUM	34.95	GREMLINS	39.95	BAKU NIGHTER	19.95
FIGURE FIGHT	34.95	MEGANAM II	39.95	CHESSMASTER	19.95
DOCTOR MARIO	29.95	TEENNIS	24.95	DOUBLE DRAGON	19.95
A BOY AND HIS BLOB	24.95	TAILED	24.95	DR MARIO	19.95
CAPTAIN SKYHAWK	29.95	PUNCH OUT	24.95	GARGOYLES QUEST	19.95
BURAI FIGHTER	24.95	GAUNTLET II	39.95	GODZILLA	19.95
POKEY	19.95	DOUBLE DRAGON	34.95	KING OF THE ZOO	19.95
GOAL	39.95	WWE PRO WRESTLING	34.95	KIRK	19.95
DEFENDER OF THE		DOUBLE DRAGON II	34.95	WORLD CUP	19.95
CROWN		BUBBLE BOBBLE	34.95	REVENGE OF THE	
MISSION IMPOSSIBLE	39.95	ROBOCOP	24.95	GATOR	19.95
DOOMSDAY GAMES	39.95	BATMAN	39.95	ROAL STRIKER	19.95
SHADOW GATE	39.95	SNAKE RATTLE N ROLL	34.95	SUPER MARIO LAND	19.95
SIMPSONS	39.95	HYPER LODE RUNNER	19.95	TEENNIS	19.95
SKI OR DIE	39.95	MOTOR CROSS		WIZARDS + WARRIORS	19.95
THE BIG UNIMUSION	39.95	MANIAC	19.95	<b>SEGA</b>	
BUCK SHOT	34.95	MONSTER MUNNY	19.95	<b>GAMEGEAR</b> PORTABLE	
4 PLAYER TENNIS	34.95	STAR WARS	19.95	COLOUR STEREO VIDEO	
LOW G MAN	34.95	SIDE MISSION	19.95	DATA SYSTEM	99.95
POWER BLADE	34.95	BOULDERDASH	24.95	DATA STORMER AC	
SWORD WARRIOR	34.95	BOXKLE	24.95	ADAPTOR	7.99
WWF	34.95	EVANIA	24.95	GAMEGEAR TV	
BOULDERDASH	29.95	GREMLIN II	24.95	TUNNER	P.O.A.
KICKLE CUBICLE	29.95	PRINCESS BLOBBETTE	24.95	MEGAEAR GAMER	
JUSTICE	29.95	ROBOCOP	24.95	MICKEY MOUSE	
SUPER SPIKE VOLLEY		SAMURAI SHODOWN	24.95	WONDERBOY	19.99
BALL	29.95	SUPER C R PRO AM	24.95	SUPER MONDO GP	19.99
		SET	19.95	GOLD AXE	24.99
				SHOOTIN'	19.99
				PSYCHIC WORLD	19.99
				DRAGON CRYSTAL	24.99
				COLUMNIS	19.99
		<b>ACCESSORIES</b>			
		NES ADVANTAGE	39.95		
		<b>ALSO AVAILABLE</b>			
		ALLEYWAY	19.95		
		AMAZING SPIDERMAN	19.95		

MAIL ORDER. ALL SOFTWARE GAMES SUPPLIED POSTAGE FREE. ALL CONSOLES HAVE 12 MONTH GUARANTEE AND POSTAGE PACKING AND INSURANCE IS £2.50 SAME DAY DESPATCH SERVICE WITH ACCESS OR VISA OR CHEQUE CARD NUMBER AND ADDRESS AND PHONE NUMBER ON BACK.

# VIDEO GAMES SWAP (UK)

WHY BUY ANOTHER VIDEO GAME  
WHEN YOU CAN SWAP FOR ONLY  
£3.50 (inc. 1st class postage)?  
SEGA, NINTENDO, ATARI, GAME BOY, GAME GEAR, LYNX ETC. - CARTRIDGES ONLY

NAME

ADDRESS

	VIDEO GAME TO SWAP	1st CHOICE SWAP EQUAL VALUE	2nd CHOICE SWAP EQUAL VALUE	3rd CHOICE SWAP EQUAL VALUE
£3.50	1			
£7.00	2			
£10.50	3			

INSTRUCTIONS Fill in order form for up to 3 games. Choose swaps of the same value. Make out cheque / PO for £3.50/£7.00/£10.50 payable to VIDEO GAME SWAP (UK). Put all items from checklist into the game's protective plastic case. Place in envelope or wrap in brown paper, and post to: VIDEO GAMES SWAP (UK), 5 CHATSWORTH ROAD, HAZEL GROVE, STOCKPORT SK7 6RH. CHECKLIST Please make sure you enclose the following: CARTRIDGE  GAME INSTRUCTIONS  ORDER FORM  CHEQUE / PO  M



CUT OUT OR  
PHOTOCOPY THIS ORDER FORM



## BISOF

TEL: 021 444 1745 MON - FRI 4.30 - 8 PM  
SAT 9 - 4 PM

BIRMINGHAM'S FRIENDLIEST SERVICE FOR  
MEGADRIVE MANIACS EVERYWHERE

### CARTS AND CONSOLES

NEW TITLES★SWAPSHOP★PART EXCHANGE  
FREE MEMBERSHIP

MOBILE SERVICE AVAILABLE IN THE BIRMINGHAM AREA ON REQUEST

★★★★★ GAMEBOY + GAMEGEAR + ENQUIRIES WELCOME

51 CHINNIBROOK ROAD, BILSELEY, BIRMINGHAM B13 0LU MAIL ORDER ONLY

WHY GO ALL THE WAY TO TOKYO WHEN  
WE'VE GOT ALL YOUR CONSOLE NEEDS

RIGHT HERE AT : 6 HOPE STREET, HANLEY, STOKE-ON-TRENT, STAFFS, ST6 3AP

9:30 to 6:30 pm ORDERS & ENQUIRIES  
6:30 to 8:30 pm ORDER ONLY

B.B.S.

(0782) 267952  
(0782) 836317

SEGA MEGADRIVE  
Complete with English  
instructions. Will play  
English American and  
Japanese games (no  
convertor needed). 12  
months parts and labour  
guarantee and all  
machines tested before  
despatch. Englishtext is  
displayed on 95% of  
machines.

REDUCED TO  
ONLY £99.99  
+£7 p&p

SEGA MEGADRIVE  
+ GAME  
as above + game  
NOW ONLY  
£119.99  
+£7 p&p

OFFICIAL  
ENGLISH  
MEGADRIVE  
+ P.S.U.  
+ FREE GAME  
UK TO JAPANESE  
CONVERTOR  
+ JOYPAD  
SPECIAL PRICE  
£125.99  
+£7 p&p

### MEGADRIVE

XENON 2  
TOKI  
TOE, JAM & EARL  
SPIDERMAN  
THE IMMORTAL  
STREETS OF RAGE  
SHADOW OF BEAST  
JOHN MADDENS 92  
NINJA BURAI  
ROBOCOD

CALIFORNIA GAMES  
BURNING POWER  
BACK TO THE FUTURE 2

BACK TO THE FUTURE 3

BUCK RODGERS

GOLDEN AXE

GOLDEN 2

DOUBLE DRAGON 2

PITFIGHTER

DECAP ATTACK

DONALD DUCK

F22 INTERCEPTOR

MERC 2

PGA TOUR GOLF

JEWEL MASTER

MARBLE MADNESS

OUTRUN EUROPA

RING OF POWER

GROWL

ROAD RASH

### MEGADRIVE ACCESSORIES

POWER SUPPLY, EXTRA  
JOYPAD, ARCADE  
POWER STICK, HARD  
CARRY CASE, ENGLISH  
TO JAP CONVERTOR

### GAME GEAR ACCESSORIES

TV TUNER, POWER  
SUPPLY, CARRY CASE,  
CHARGER, CAR  
ADAPTOR

### GAMEBOY ACCESSORIES

SOFT CASE, HARD CASE,  
CAR ADAPTOR, MAINS  
P.S.U., RECHARGEABLE  
UNIT, LIGHTBOY,  
GAMELIGHT, MAGNIFIER

### LYNX ACCESSORIES

SUN VISOR, SOFT  
POUCH, CARRY CASE,  
MAINS P.S.U., CAR  
ADAPTOR ETC

### GAMEGEAR ACCESSORIES

SONIC THE HEDGEHOG  
WONDERBOY  
MICKEY MOUSE  
DONALD DUCK  
FACTORY PANIC  
FANTASY ZONE

FROGGER

GOLDEN AXE

PUTTER GOLF

NINJA GAIDEN

OUTRUN

SPACE HARRIER

SUPER KICK OFF

SPIDERMAN

HALLEY WARS

BERLIN WALL

PENGU

G.LOCK

SUPER MONACO

AXE BATTLER

LEADERBOARD

WOODY POP

### NINTENDO

LARGE SELECTION OF  
NEW AND SECOND HAND  
TITLES AVAILABLE

### FAMICOM GAMES

LEMMINGS  
PRO WRESTLING  
HYPERZONE  
DIMENSION FORCE  
SUPER TENNIS  
R-TYPE

SUPER EDF

GRADIUS 3

FINAL FIGHT

HOLE IN ONE

GEOMAN THE WARRIOR

PRO SOCCER

CASTLEVANIA 4

DARIUS TWIN

3D GOLF

JAP TO AMERICAN

CONVERTOR

+ LOADS OF USA GAMES

ARRIVING WEEKLY

NINTENDO

NINJA GAIDEN

APB

STUN RUNNER

CHEQUERED FLAG

BLUE LIGHTNING

CALIFORNIA GAMES

KLAX

SLIME WORLD

SHANGHAI

+ LOADS MORE

### URGENTLY NEEDED

Used  
Consoles  
and Games.  
Phone for  
Part  
Exchange  
Prices

### SECONDHAND SOFTWARE

Nintendo games from ..... £14.99  
Gameboy games from ..... £12.99  
Megadive games from ..... £13.99  
Lynx games from ..... £13.99  
PC Engine games from ..... £14.99  
Sega Master System  
games from ..... £8.99

# GAUNTLET II

Take two medieval heroes and kit them out with swords, shields, and a sound knowledge of the mystic arts. Now you've got what must rank as a couple of the most powerful forces for good known in the world! Rather mysteriously, these heroes have been warped to the depths of the deepest dungeon in the land, and the only form of escape available involves doing battle with the host of meanies that infest each dangerous level.

The aim of each level is simply to find the exit in the eight-way scrolling maze. Not surprisingly, the legions of undead minions intend to make things a bit more difficult by knocking points off of your health counter. If this reaches zero, it's goodbye cruel world - or GAME OVER, depending on how you want to look at it.

Other hazards are presented by the maze itself. The dungeon is full of the likes of locked doors (which need keys to open) and both false and disappearing walls. But making the escape attempt a bit more rewarding are the masses of treasure chests found around the maze. Simply by blasting them open you reveal the goods, which are collected on contact. Other goodies, in the form of potions and power-ups are also located around the labyrinthine passages.

There are countless other mysteries to be uncovered in the Gauntlet II dungeon. The question is, will you survive long enough to solve them all and make good your escape?

## COMMENT

What a great conversion! All of the arcade features have been squeezed into this Gameboy version, even down to the speech! Gauntlet II is instantly recommended, although you'll have plenty more fun if you can persuade a mate to buy the game and thus take part in some duel-player thrills and spills!

## TWO-PLAYER THRILLS

Although Gameboy Gauntlet II can't deal with four players simultaneously like the Atari coin-op, two-players can link up their Gameboys and indulge in simultaneous two-player action. This does have an advantage over the coin-op though as you both aren't restricted to the same screen, so you're free to wander off as you please!



RICH



## COMMENT

Somewhat, the programmers of this conversion have packed in all the graphics, sound effects, speech and playability of the coin-op! The end result is stunning - a black and white mini-replica of the original arcade machine! The action is addictive and fun, even more so with two players where you can both wander about independently! If you're a Gameboy owner, Gauntlet II is a must.



JULIAN

# GAUNTLET II

NINTENDO £19.99

## RATINGS

PRESENTATION	80%
GRAPHICS	81%
SOUND	88%
PLAYABILITY	90%
LASTABILITY	88%
OVERALL	88%

1-2

PLAYERS



# HOTLINES

## WIN A SUPER NES



The Super Famicom is simply the greatest gaming tool in the universe! And there's one up for grabs on this red-hot phone line. You know the score. Dial away and see if you can win.

**0839 335523**

## WIN A GAME GEAR



Fancy trying to win one of those portable, colour Game Gear doublies? Dial up the number above and listen, and you never know. One of those fabbo machines could all be yours!

**0839 335526**

## WIN A MEGADRIVE



If you've always wanted a Megadrive but have parents who're too stingy to buy one, why not try and win one in this amazingly easy-to-enter comp. Caress the knobs on your phone, dial up and listen...

**0839 335524**

## WIN A GAMEBOY



What's hard, six inches long and is great fun to play with in the toilet? A Gameboy of course! It's the greatest thing since dusted monkey ass, and one of these pocket-sized wonders could be yours if you win the comp on this line.

**0839 335527**

## WIN £150 WORTH OF GAMES

Want to try and win enough games to fill your Y-fronts to breaking point?

**0839 335525**

\*\* RETAIL \*\* MAIL ORDER \*\* TRADE UK \*\* TRADE EUROPE \*\*

# \* \* ELECTRO GAMES \* \*

THE SPECIALIST IN CONSOLES AND GAMES  
2, OVERTON DRIVE, WANSTEAD, LONDON, E11 2NJ  
TELEPHONE :081 530 8246 (4 LINES) FAX :081 518 8929

* * * M I C A D R I V E * * *				* * * S U P E R F A M I C O M * * *				* * * G A M E B O Y * * *			
MEGADRIVE PAL & PSU	£105	ARCADE POWERSTICK JOYPAD	£15	FAMICOM SCART & PSU	£180	FAMICOM SCART, PSU & TWO GAMES OF YOUR CHOICE	£280				
MEGADRIVE CD ROM UNIT AVAILABLE	CALL	JAPUK K CONVERTOR TURBO JOYPAD	£12 £15	FAMICOM SCART, PSU & GAME OF YOUR CHOICE	£215	PLAY BOTH US OR JAP CARTS ON YOUR MACHINE NEW VERSION ADAPTER	£15				
MEGADRIVE, PSU AND ANY GAME UPTO £25 OF YOUR CHOICE	£130	MEGADRIVE + 2 JOYPADS + ANY TWO GAMES UPTO £32 OF YOUR CHOICE	£170	RAPID FIRE UNIT	£20						
MEGAHOUSE UK GAMES	UK JAP			USA JAP		USA JAP					
ALIEN STORM	£20	SPIDERMAN	£30	ACTRAISER	£45	PIT FIGHTER	£85				
BARE KNUCKLE	£20	STROIDER	£25	ADVENTURE ISLAND	£30	PILOT WINGS	£40	£40			
BONANZA BROTHERS	£20	TECMO WORLD CUP 92	£22	CASTLEVANIA 3	£44	SIM CITY	£50	£45			
CRACKDOWN	£20	TOKI	£32	HOME ALONE	£42	SMASHING FIRE WRESTLING	£40				
DEVIL CRASH	£20	WRESTLE WAR	£30	JOE AND MAC	£45	SUPER MARIO WORLD	£40				
DICK TRACY	£20	ZENITH 3D	£20	FRUIT KNIGHT	£45	SUPER R-TYPE	£45	£38			
DO BOY	£20	AMERICAN GAMES	£30	ZERO	£40	SUPER TENNIS	£40	£40			
E-SWAT	£33	IMMORTAL	£35	GHOUls & GHOSTS	£45	UN SQUADRON/AREA 88	£45	£38			
GHOSTS N GHOSTS	£40	ICE HOCKEY	£35	DEMON WARRIOR	£45	ZELDA	£45				
GOLDEN AXE 2	£27	JOHN MADDENS 92	£35								
GYRONUK	£20	LAERS V CELTIC	£32								
MAGICAL HAT	£20	ROBOCOCK	£35								
MERC'S	£25	P.G.A. TOUR GOLF	£32								
MICKEY MOUSE	£25	QUACKSHOT	£30								
MONACO G.P.	£23	PIT FIGHTER	£30								
MOONWALKER	£20	ROAD RASH	£32								
ROLLING THUNDER 2	£20	F22 INTERCEPTOR	£32								
QUACKSHOT	£23	BUCK ROGERS	CALL								
SONIC THE HEDGEHOG	£23	MARBLE MADNESS	CALL								
* * * G A M E G E A R * * *											
GAMEGEAR AND ANY GAME + MASTERGEAR + COVERCASE	£125	GAMEGEAR + ANY GAME	£108	JAPANESE GAMEBOY WITH JAPANESE GAME	£85	UK GAMEBOY WITH COVERCASE	£87				
		WIDEGEAR	£15								
		BIG WINDOW	£15	LIGHTBOY	£15	BLACK CARRYALL	£15				
MASTERGEAR - PLAY MASTER SYSTEM GAMES ON YOUR GAMEGEAR				CASEAD	£10	MAINS ADAPTOR	£5				
MEGAHOUSE UK GAMES	UK JAP			ADAM& FAMILY	£22	JAP USA					
DONALD DUCK	£20	NINJA GAIDEN	£24	ATTACK OF THE KILLER	£22	HOME ALONE	£22				
FANTASY ZONE	£20	OUTRUN	£20	TOMATOES	£22	MARBLE MADNESS	£22				
FROGGER	£20	ROBASTAN SAGA	£20	BATTLETOADS	£22	MEGAMAN	£19				
GALAGA 91	£20	SHINING	£22	BUBBLE BOBBLE	£19	NAVY SEALS	£22				
HALLEY'S WARS	£23	SEGA THE HEDGEHOG	£20	CASTLEVANIA 2	£19	OPERATION C	£19				
JOE MONTANA FOOTBALL	£24	SPACE HARRIER	£22	CHESMASTER	£22	PRINCESS BLOBBETE	£22				
MICKEY MOUSE	£23	WONDERBOY	£22	CHOPFLITER 2	£19	ROBOCOP 2	£22				
MONACO GP	£18	WORLD LEADERBOARD	£24	DOUBLE DRAGON 2	£22	ROGER RABBIT	£22				
				DICK TRACY	£22	SIMPSONS	£22				
				DUCKTALS	£22	TERMINATOR 2	CALL				
				FACEBALL 2000	£22	TOUR DE TRASH	£22				
				FINAL FANTASY 2	£22	TURTLES 2	£19				
				GREMLINS 2	£22	W.W.F.	£22				
* * * A T A R I I Y N X * * *											
ATARI LYNX 2	£85	LYNX SOFT CARRYALL	£15								
ATARI LYNX 2 + GAME	£105										
A.P.B.	£25	STUN RUNNER	£25								
BILL & TED EXCEL. ADV	£25	TURBO SUB	£25								
HARD DRIVIN	£25	VIKING CHILD	£25								
NINJA GAIDEN	£25	WARBIRDS	£25								
PACLAND	£25	WORLD CLASS SOCCER	£25								

PLEASE NOTE ABOVE PRICES ARE MAIL ORDER ONLY AND ARE SUBJECT TO CHANGE WITHOUT PRIOR NOTICE. ALL MACHINES ARE DESPATCHED BY FEDERAL  
EXPRESS. ALL SOFTWARE IS SENT BY RECORDED DELIVERY.

PLEASE SEE NO COLUMNS 10

ELECTRO GAMES, 2, OVERTON DRIVE, WANSTEAD, LONDON E11 2NJ

PRODUCTS REQUESTED

CARRIAGE: £8.00 PER MACHINE £1.00 PER GAME

TOTAL SENT - CHEQUE / POSTAL ORDER / CREDIT CARD

NAME  
ADDRESS

PLEASE COMPLETE IN CAPITALS

TELEPHONE  
CREDIT CARD NUMBER  
CARD EXPIRY DATE  
SIGNATURE

## REVIEW

It's the year 55 BC and the Roman empire is in complete control of all Europe, save for one tiny Gaulish village. Despite all Roman attempts to capture this area, it still remains free and independent under the leadership of Chief Vitalstatistix.

The reason for this extraordinary record of hardness is the magic strength-giving potion brewed up by the venerable druid Getafix. When the Gauls swig this elixir, it allows them to dust anyone who gets in their way!

Being wise to this, top Roman geezer Julius Caesar has decreed that the druid be captured and transported to the Italian capital to make the potion for the Roman forces, making them unstoppable in their quest for total world domination.

So it came to pass one fateful day as Getafix was gathering herbs alone in the forest that he was indeed captured and taken to Rome with the express intention of transforming even the most pathetic example of legionaryhood into a human killing machine.

This is where you come in. As Asterix and Obelix, the village's hardest men, you must undertake a quest of many platform levels, dodging hazards, negotiating underwater sections and beating Romans senseless with your combat skills and special items which can be picked up along the way. Should the pair fail to reach Rome and rescue the druid, slavery is assured for our French boar-loving chums.



## TWOPLAYER TACTIX



As anyone who's ever read any Asterix books will know, Asterix and Obelix are inseparable. This means there's no splitting them up, even in a one-player game! If there's just you, each level must be completed twice (although it does differ slightly the second time), once as Asterix and once as Obelix! If a friend is playing, you can relax after completing a level as he or she takes the part of the second half of the team.



▲ Airborne liquid is lethal to our Asterix, so watch out!

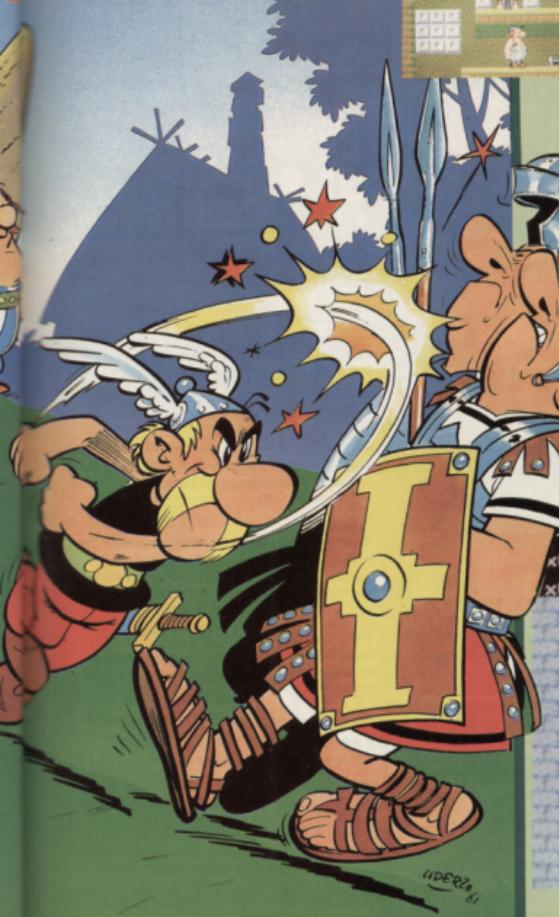
## COMMENT



Asterix is yet another example of an excellent Master System platform game, just like Mickey Mouse, Sonic and Donald Duck. In fact, it's perhaps just a little too much like these games for my liking. There's the usual bottom bounce manoeuvre used to dispose of the meanies, and chucking your bombs/menhir/potions about is just like throwing a rock in Mickey Mouse. Even some of the ideas behind the levels are taxed directly from the Disney classics. However, originality grips apart I found Asterix a particularly entertaining piece of software. The character switching for each level is quite good and I like the way that each stage is subtly altered to make it possible for each character to complete it. There is also plenty of variety between each level, making it a very compulsive game. What I don't really like about the game is the infinite amount of continues available. I reckon that experienced platform gamers could probably finish the game in one sitting. If it's a fab platform game you want, I'd recommend Donald Duck over this, but if you've got that, take a peek at this.

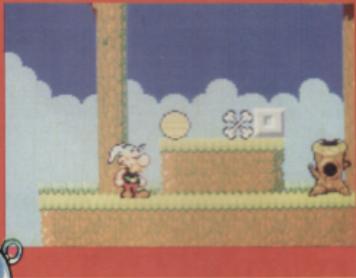


# Asterix



## HEFTI BONUS

Asterix and Obelix's jaunt into the jaws of death is not just your standard mission to save a close friend and a rebel village! It's also a way for the lads to earn some spare cash. Destructible blocks and even more destructible legionnaires litter the landscape. Bashing these yields much in the way of gold coins, from a single sester to a whole bagful of shiny cometites! Not only this, but life-giving food and points-granting bonuses such as amphoras can also be found with this method!



## SECRET TRIX

Although the primary concern of the duo is getting straight to Rome and rescuing Getafix, it does indeed pay to explore. Hidden in parts of the scenery are routes to secret rooms which contain many bonus-related delights. One particularly good example is found in level two. After swimming down a particular pool it's possible to penetrate the wall of rock on one side at a certain point. Do this and a cavern is found in which resides a jug packed full of bonuses.

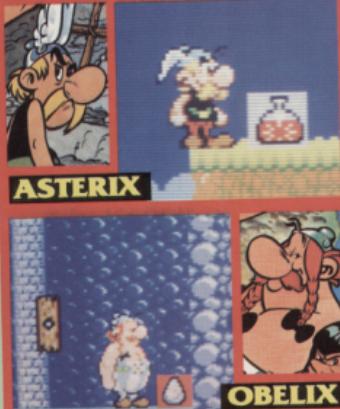


▲ Some interesting objects here, eh?



## ATTACKSTATISTIX

It's a sad thing that Getafix was fresh out of magic potion when he was captured. This makes our heroes quest somewhat more difficult. Luckily, the druid was able to whip up a much simpler potion in his prison wagon and he has scattered cauldrons of this throughout the game. Asterix can use bottles of this concoction in a similar way to grenades. After being thrown, the mixture bubbles for a few seconds before exploding, destroying any enemies or destructible sections of scenery in the vicinity. Obelix (who fell into a cauldron of potion when a baby and as a result is permanently super-strong) prefers a much more direct method of attack. The fat one throws huge menhirs which, quite unsurprisingly, crushingly demolish their targets.

**ASTERIX**

▲ Asterix faces up to the boss and his deadly bees!

**RAD**

With Asterix is that there are too many places where one single mistake results in the loss of a life with no second chance to save yourself, such as one level which constantly scrolls; get caught against the side of the screen and it's curtains! Don't get me wrong, Asterix is a great game, but be warned - it can be very frustrating at times.

## COMMENT

First impressions of Asterix are most favourable. The graphics are top-notch and the sprites closely resemble their comic counterparts. The game is also very playable to start with. The action is fast and there's a lot of secret rooms and bonuses to discover. Some of the puzzles found even in the early levels are pretty taxing, but can be solved with a bit of thought and trial-and-error. The only real flaw

with Asterix is that there are too many places where one single mistake results in the loss of a life with no second chance to save yourself, such as one level which constantly scrolls; get caught against the side of the screen and it's curtains! Don't get me wrong, Asterix is a great game, but be warned - it can be very frustrating at times.



**ASTERIX**

PRESS START BUTTON  
© 1991 SEGA

**BY: SEGA**  
**PRICE: £29.99**  
**RELEASE DATE: TBA**  
**GAME DIFFICULTY: EASY/MEDIUM**  
**LIVES: 3**  
**CONTINUES: INFINITE**  
**SKILL LEVELS: 1**  
**RESPONSIVENESS: QUITE GOOD**

**1-2 PLAYERS**

## PRESENTATION 79%

Comic-style intros and intermissions and a few options (including English or French language).

## GRAPHICS 86%

Detailed sprites which look just like their cartoon counterparts and some nice backdrops to accompany them.

## SOUND 68%

A simple and weak tune goes along with the action, as well as some effects of mixed quality.

## PLAYABILITY 85%

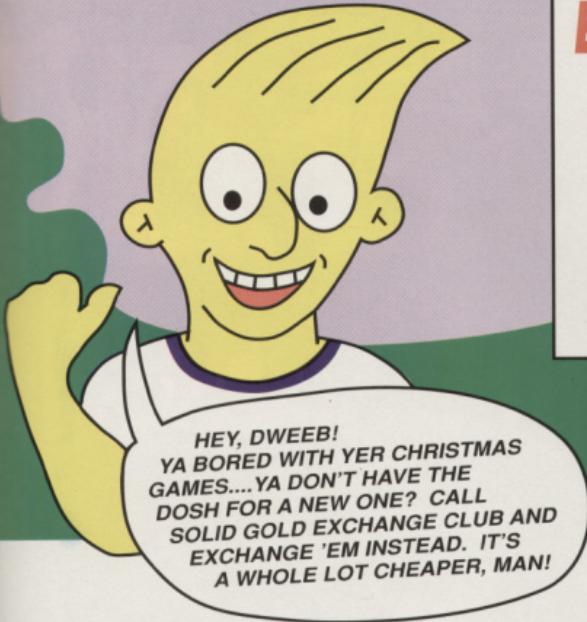
The action is easy enough to get into, but there are some awkward places where it's very easy to lose a life and have to start the level again.

## LASTABILITY 71%

It's lengthy and hard and should keep platform fans at it for ages (oo-er).

## OVERALL 80%

An excellent platform game let down by one or two gameplay flaws and a pointless unlimited continues option.



HEY, DWEEB!  
YA BORED WITH YER CHRISTMAS  
GAMES....YA DON'T HAVE THE  
DOSH FOR A NEW ONE? CALL  
SOLID GOLD EXCHANGE CLUB AND  
EXCHANGE 'EM INSTEAD. IT'S  
A WHOLE LOT CHEAPER, MAN!

### Exchange Fees

charged per video game  
exchanged on the following hardware  
(fees include VAT and P&P)

GAME BOY	£4
GAME GEAR	£4
SEGA MEGADRIVE	£5
SEGA MASTER	£5
NINTENDO 8 BIT	£5
SUPER FAMICOM	£7
NEO-GEO	£15

- Exchange any game within your category for the game you want
- Use the game for 30 days, then exchange it
- Special Club Membership Benefits
- Unlimited exchanges
- Buy Products at Super Discounts
- Free Gift for all New Members

# SOLID GOLD EXCHANGE CLUB

COMPUTER ENTERTAINMENT

### NOW OPEN NATIONWIDE

SGEC AUTHORISED RETAIL STORES.....LOOK FOR THE SOLID GOLD EXCHANGE CLUB SIGN IN YOUR AREA  
CALL SGEC FOR INFORMATION ABOUT A RETAILER NEAREST YOU.

**EXCHANGE 'EM  
OR BUY 'EM ...  
YOU WIN  
EITHER WAY!!**

### HOW DOES THE EXCHANGE CLUB WORK?

(MEMBERSHIP IS TOTALLY FREE)

- 1 Call SGEC and give details
- 2 You will then be sent:
  - a) membership application form
  - b) a pre-paid (business reply) return mailing bag
  - c) The Club Newsletter
- 3 Sign and complete membership form
  - a) select game requested
  - b) insert your game for exchange along with completed application into pre-paid (business reply) bag
- 4 Drop mailing bag in nearest post (it's that easy)
- 5 Your new computer game will be sent to you as soon as your exchange and application are received - plus your free gift
- 6 Now you can play ALL the games you've wanted to play without having to buy them!

**CALL TODAY-0389 55599  
PHONE LINES OPEN MONDAY - FRIDAY 12 NOON-8PM, SATURDAY 9AM-5PM**

SOLID GOLD EXCHANGE CLUB LTD, NO.6 LOMOND TRADE CENTRE, LOMOND INDUSTRIAL ESTATE, ALEXANDRIA,  
DUNBARTONSHIRE, SCOTLAND G83 0TL. Reg No. Scotland 131921.



Atari's Paperboy first appeared in the arcades nearly seven years ago, and cast you as a paper deliverer whose round takes him to the very strangest parts of town. In this Megadrive conversion, all of the original coin-op's features have been included as you battle against the odds to get your papers delivered.

At the start of the game there are three streets to choose from, effectively giving three difficulty levels. Each level is split into seven sub-levels, each of which represents a day of the week. The object is simply to survive until Sunday.

At the beginning of each round you're shown a map of your delivery route. You must deliver papers to every subscriber, by throwing them either into their mailboxes or on their doormats as you cycle past.

Non-subscribers should be treated with the contempt they deserve, so throw spare papers through their windows and ride all over their nice flower beds for bonus points.

If you fail to deliver a paper to a subscriber, he cancels his subscription - a perfect round of deliveries, however, results in new customers!

Things are complicated by the presence of various obstacles such as lawn mowers, buggies, cassette players, and even ghosts! If you hit any of these, a life is lost - so careful with those handlebars.



▲ Reaching the end of the training course!



# PAPERBOY



▲ It's GAME OVER, and your completely inept performance is ridiculed in print.



▲ A non-subscriber! Vandalise his house!

## THREE ROADS TO SUCCESS

At the start of each game the player gets the choice of three different routes: Easy, Medium or Hard Street. Obviously Easy Street is where beginners should practice their skills. On Medium Street things start to get hard, but to compensate, scoring is doubled. Those chasing a really high score should tackle Hard Street, where triple score awaits.



# BOY



## ACCURATE DELIVERY

Slinging a paper at a customer's front door is enough to count as a delivery, but skillful paperboys throw papers right into their mailbox, which results in a 250 point bonus!



▲ *Lawnmower death in all its glory!*



▲ *A perfect delivery here!*



## COMMENT



Arrggghhhh!  
Paperboy scores top marks in the frustration stakes owing to two incredibly irritating factors.

First of all, the collision detection is exceptionally dodgy, resulting in lots of unforeseen and very unfair trips to the cemetery. Secondly, the control method is just plain stupid. Control of the bike seems to pivot around the back wheel, making for very unresponsive and unrealistic gameplay. Other than those two factors, Paperboy remains quite faithful to the coin-op with backdrop graphics that mimic the coin-op adequately and loads of great sampled sounds.

Some of the sprites (like your bike) seem a bit ropey around the edges, but otherwise this conversion looks and sounds just like the real thing. This game is obviously a good buy for fans of the original, but I felt that ultimately it was just too annoying to make it much fun at all.

## NEIGHBOURS

Paperboy's paper round takes him through a typical 1985 neighbourhood. Deadly spinning breakdancers relate to the crazy beat of their ghettoblasters, cars reverse into his path, roadworkers are hazards to avoid, as are mad cats, bonkers dogs, radio controlled vehicles and inebriated pedestrians!



## COMMENT

With its crisp graphics and great tunes, this conversion looks and sounds identical to the original coin-op classic.

However, it falls down on its playability due to very poor bike handling and naff collision detection. For a start, the response to the joystick is sluggish, but more importantly the game suffers from the same irritating and unrealistic 'rear wheel steer' that plagued

computer and Lynx versions of the game. Basically the bike pivots from its rear tyre rather than turning using the front wheel like it did in the original arcade game, which makes precise control very difficult. The programmers of the superb Master System version avoided this problem, so it's annoying to see it rear its ugly head here. The aforementioned collision detection is just plain frustrating - the bike often hits things you think you've avoided, and then sails unscathed through what looks like a fatal collision. If these flaws had been removed, this would have been a perfect conversion. But they haven't, and the end result is a disappointing game which you get the feeling could easily have been so much better.

BONUS  
BONANZA

At the end of each day, Paperboy gets the chance to show off his BMX-ing skills on the training ground. There are targets to throw papers at as well as jumps to negotiate. If Paperboy reaches the end of the course, he's awarded a big points bonus!



Even the roads have lethal obstacles.



Anachronistic automobiles abound!

## SMASH, TRASH 'N' MASH

The houses of non-customers should be treated with the contempt they deserve, so sling papers through their windows, ride across their lawns, squash their flower beds and do your utmost to cause as much damage as possible. Not only is this fun - you get bonus points too!



## PAPERBOY™



PRICE: £34.99

RELEASE DATE: FEBRUARY  
GAME DIFFICULTY: MEDIUM

LIVES: 4  
CONTINUES: NONE  
SKILL LEVELS: 9  
RESPONSIVENESS: GOOD

1  
PLAYERS



## PRESENTATION 82%

Great presentation throughout, with arcade-quality intermission screens and comprehensive difficulty settings.

## GRAPHICS 83%

Crisp and clear sprites and bright backgrounds make this look just like the original machine.

## SOUND 84%

Again, accurately reflects its arcade counterpart.

## PLAYABILITY 76%

Annoying controls and irritating collision detection makes this frustrating from the outset.

## LASTABILITY 65%

There are plenty of levels to conquer, but only those willing to persevere in the face of frustration will keep playing.

## OVERALL 72%

A potentially superb coin-op conversion which is sadly let down by two very annoying gameplay flaws.





All the human race was trying to do was coexist in peace and harmony and enjoy their lives to the full, and they would have got away with it if it wasn't for those meddling aliens.

Spaceships loaded with said contemptuous slimy extraterrestrials have landed and the ghoulish inhabitants have taken over, terrorising the populace and generally sporting themselves in a yobbo-esque fashion.

Fortunately there are two brave survivors still willing to fight for the human cause. They are Gordon the Hamburger Stand Man and Scooter his robot assistant who have decided to take on the entire alien fleet and give their asses the kicking they so truly deserve.

Alien Storm is a conversion of Sega's popular arcade game. The action is seen in a three-quarters side view, giving the screen "depth" that the players can move in and out. Blasting aliens whilst keeping a careful eye on your life and energy gauges is the order of the day here, so get your special "blasting aliens whilst keeping an eye on my life and energy gauges" trousers on and get slaytterin'!



▲ Scooter the android in action. This Terminator-like machine has many incredible weapons built into his hyper alloy body, including this amazing finger blaster. Cor!

## SHOPPING FOR ALIENS

Once per level, the heroes enter an alien-infested shop to participate in a 3D Operation Wolf-style fest of gratuitous violence. The object is simply to blast everything in sight, including the shop's fittings which sometimes contain extra energy and weapon power-ups. Wahoo!

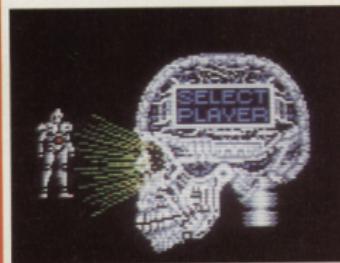


▲ Blast, blast, and blast some more to get the most points out of these horizontally scrolling levels!

# ALIEN STORM



▲ Here, Gordon is surrounded by nasty aliens.



## EVER READY LASERS

If you're fond of shooting your weapon off all over the place with gay abandon, Alien Storm has a shock in store for you. You see, your weapon is powered by batteries, and its death dealin' lasers gobble up their juice quicker than Oz sucks up a Macdonald's milk shake on a hot summer's day. Fear not though, for extra energy can be found by shooting the scenery in the 3D gunsight sequences, or by killing certain aliens who then turn into giant power cells just ripe for bunging in your laser.



**SEGA****REVIEW**

牛寺集

**SONIC BOOM**

Another change in the action is heralded twice during the game. This time, we see our heroes legging it along the screen as usual, but at enormous speeds more befitting Sonic the Hedgehog! During this level, our heroes long-range weapons become activated and the game becomes more of a horizontally scrolling shoot 'em up.

**SUMMON DESTRUCTION**

In keeping with your average hamburger salesmen, Gordon and Scooter are not only toolled up with their private arsenals of weaponry such as laser rifles, electro-whips and handguns, but can also summon attacks capable of clearing a whole screen of aliens. Scooter is able to explode his body, showering other workers with deadly hot shrapnel, and then call on another headless Scooter to replace the shattered shell. Gordon, on the other hand, is capable of requesting a huge nuclear missile to eradicate the scum. Far from destroying a hundred square miles of scenery around the detonation area, this is a rather selective missile which kills only alien things!



▲ Gordon's mega-destructive short-range laser cannon is just the job for taking on slimy aliens like this one. He also carries laser pistols to get the job done.

**COMMENT****JULIAN**

I can only express deep disappointment at this shoddy conversion. It's an instant downer as soon as you boot it up - the graphics are very poor, with small, blocky and poorly-animated sprites. The aliens are particularly bad, looking nothing like their grisly arcade counterparts. The sound is even worse, with a vile, grating, screeching tune that has you reaching for the volume knob in seconds. But worst of all is the playability. Even with its cock-eyed collision detection and unresponsive controls you can finish the game within a couple of sessions - Alien Breeze would be a more befitting title for this game!

**COMMENT****RAD**

Bearing in mind the excellent conversion job made of the Megadrive version of Alien Storm (except for the difficulty level) it would have been nice to think that Sega could pull a similar conversion rabbit out of the hat when it came to the Master System version. Sadly 'tis not to be. Alien Storm is lacking in three areas: graphics, sound and playability. The sprites are small, blocky, poorly animated and few of the aliens resemble their arcade counterparts in any way. The sound is dreadful, with one or two barely audible "effects" and what must be the worst Master System tune ever, it sounds like the Tone Deaf Memorial Quartet on their kazoo and Muppet keyboards. The final nails in the coffin are the unresponsive controls and poor collision detection. It's difficult to make your character shoot accurately due to the poor 3D, and aliens who should rightly be about six feet away from you suddenly kill you. Quite simply, Alien Storm is very unsuccessful conversion that fails to deliver any of the thrills and spills of the original coin-op.



PRESS START BUTTON

**BY: SEGA****PRICE: £29.99**

RELEASE DATE: OUT NOW

GAME DIFFICULTY: EEEAAASSYY!

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 2

RESPONSIVENESS: SLUG-LIKE

**1-2 PLAYERS****PRESENTATION 42%**

Choice of two characters and two difficulty settings.

**GRAPHICS****44%**

Small, blocky and poorly animated sprites, jerky scrolling and little variety.

**SOUND****22%**

An absolutely dreadful tune causes aural pain throughout, accompanied by the occasional sad spot effect.

**PLAYABILITY****39%**

The action is so unchallenging, even the dodgy collision detection and naff 3D effect doesn't make life difficult.

**LASTABILITY****31%**

A few sessions is all it takes to get through the game, and after that there's nothing to entice you back.

**OVERALL 38%**

A very poor conversion which contains none of the original coin-op's thrills and spills. Avoid it.

# UNIVERSAL SOFTWARE

"WE ARE SIMPLY THE CHEAPEST AROUND"

SEGA MEGADRIVE      TEL: 0480 62012  
 • JOYPAD + POWER      FAX: 0480 497207  
 SUPPLY (JAP)      MAIL ORDER ONLY  
 • TV OR MONITOR      SCART OR PAL  
 ONLY £34.95      (PLEASE PHONE)  
 PLEASE NOTE ALL MACHINES CARRY A 12 MONTH GUARANTEE. ALL ORDERS ARE SENT  
 WITH INVOICES (RECEIPTS) FOR PROOF OF PURCHASE. WE ARE NOT ASSOCIATED WITH  
 ANY WAY WITH UNIVERSAL OVERNIGHT DISTRIBUTION OF CARLISLE

"LOOK OUT!" IN THE NEAR FUTURE FOR OUR NEW MEMBERSHIP EVEN BETTER PRICES,  
 LARGER STOCKS, AND BETTER SERVICE. PLEASE CALL 0480 62012 OR 0480 497207  
 WHAT BETTER THE NEXT COUPLE OF MONTHS TO FIND OUT MORE OUT MORE ABOUT OUR  
 NEW AMAZING MEMBERSHIP

MEGADRIVE (UK) INCLUDING SONIC THE HEDGEHOG £19.99  
 HEDGEHOG (UK) £19.99  
 SEGA GAMEGEAR (UK) £19.99  
 ATARI LYNX 2 £19.99  
 SUPER FAMICOM (SCART) + JOYPAD £19.99  
 SUPER FAMICOM (PAL) + JOYPAD £19.99  
 MEGA-C.D. £29.99

PRO. 2 JOYPAD £19.99  
 JAPANESE CONVERTOR (TOP QUALITY) £8.99  
 ANCO POWER JACK (UK VERSION) £11.99  
 T.T. FENDER FOR GAMEGEAR £19.99  
 BATTERY PACK (GAMEGEAR) £22.99

MEGADRIVE GAMES (UK) Speedball 2 £19.99 Outrun (New) £19.49  
 BBS Attack Sub 26.99 Outrun Europa £19.49 Pengo 16.49  
 Alien Storm 26.99 Streets of Rage 26.99 Putter Golf 16.49  
 Back to the Future 2 26.99 Wreckin' Ball 26.99  
 Back to the Future 3 26.99 Shinobi 19.49  
 Super Breakout 26.99 Super Breakout 26.99  
 Burning Force 26.99 Super Breakout 26.99  
 California Games 31.50 Frenzy Take 26.99  
 Donkey Kong 31.50 Super Breakout 26.99  
 F-Zero Inspector 31.50 Spiderman 26.99 Wonder Boy 16.49  
 Fatal Reward 26.99 Ninja Iburi (New) 26.99 Woody Pwp 16.49  
 Fine Sharp (New) 26.99 GAMEGEAR GAMES 26.99 Super Breakout G.P. 16.49  
 Flash 22.99 Ghouls 'n' Ghosts 26.99 Flash 16.49  
 Golden Axe 2 26.99 Donald Duck (New) 19.49 Plasma Saga (Fe) 16.49  
 Immortal 31.50 Factory Panic 19.49 Xenon 2 19.49  
 Jewel Master 26.99 Fantasy Zone 19.49  
 Astro Flash 24.99 Baseball 16.49  
 Maniac Madness (New) 31.50 Golden Axe (New) 19.49  
 Mencia 29.99 Golden Axe (New) 19.49  
 Ice Hockey 31.50 Hellboy 19.49  
 Mortal World 26.99 Helldogs 19.49  
 Rings of Power 31.50 Joe Montana Football 19.49  
 Robocod 29.99 Leaderboard 19.49  
 Showdown the Beast 26.99 Metal Mouse 19.49  
 Sonic the Hedgehog 26.99 Ninja Gaiden (New) 19.49

PLEASE MAKE ALL CHEQUE'S/PO'S TO ST. IVES, 402 WARREN ROAD, ST IVES, HUNTINGDON, CAMBS.  
 PE17 4NW. SEGA PRODUCTS ARE SUBJECT TO AVAILABILITY. NOTE: OUR MEGADRIVE (JAP) RUNS ALL  
 GAMES (UK, JAP, USA).

# The Cartridge Family

CONSOLE SPECIALISTS

## MEGADRIVE GAMES

ALIEN STORM	£34.99
BONANZA BROTHERS	£34.99
BURNING FORCE	£34.99
CHUPACABRA GAMES	£34.99
DONALD DUCK	£32.99
E.A. HOCKEY	£39.99
GOLDEN AXE	£39.99
JOHN MADDENS 1992	£39.99
ROBOCOD	£39.99
PHELIOS	£34.99
ROAD RASH	£39.99
SEEDBALL 2 (FEB)	£39.99
STREET CAFE	£34.99
STREET'S OF LARME	£34.99
WRESTLE WARS	£39.99
PCIA TOUR GOLF	£39.99

PLUS MANY MORE

## MASTER SYSTEM GAMES

ALIEN STORM	£29.99
BONANZA BROTHERS	£29.99
BUBBLE BOBBLE	£24.99
CHESS	£34.99
DONALD DUCK	£32.99
FUNSTIONES	£29.99
HEROES OF THE LANCE	£34.99
LASER GHOST	£32.99
LEADERBOARD	£29.99
LINE OF FIRE	£32.99
OUTRAGE EUROPA	£34.99
PAC-MAN	£34.99
POPULOUS	£34.99
SONIC THE HEDGEHOG	£29.99
SUPER KICK OFF	£34.99

PLUS MANY MORE

## GAMES ALSO STOCKED FOR

GAMEGEAR • ATARI LYNDE • GAMEBOY • NES  
 PART EXCHANGE AVAILABLE ON ALL UK CARTRIDGES  
 SELECTION OF USED GAMES FOR MEGADRIVE • MASTER SYSTEM

SHOP AT: UNIT 8, MARKET HALL, CHELTENHAM, GLOS.

TEL: (0242) 250619

## MAIL ORDER & SHOP AT

151 HIGH ST., TEWKESBURY, GLOS GL20 5JP

TEL: (0684) 290097

ACCESS & VISA WELCOME • ALL ITEMS SUBJECT TO AVAILABILITY  
 ALSO OPENING IN BRISTOL SHORTLY

# ADVERTISEMENT INDEX

ARCADE SOFTWARE	36	INTERMEDIATES	8 & 9
ANCO	15	KRAZY CONSOLES	40
AXE DIRECT	103	KONAMI	OBC
BBS	92	KC'S	85
BISOFT	92	MB GAMES	55
CONSOLE WORLD	111	MINDSCAPE	45
CONSOLE CONCEPTS	29	MEGAMIX	103
CARTRIDGE FAMILY	106	MODEL AERODROME	91
CES	85	MEGACOM	51
CONSOLE MANIA	67	MEGaware	91
CENTURIAN	51	NINTENDO	13, 27, 16 & 17
CONSOLE PLUS	59	NO 1	77
DATEL	22	OCEAN	IFC & 3
DWM	111	ORIENTAL CONNECTION	77
DISCOUNT CONSOLES	35	PREMIER	107
DREAM MACHINES	63	RAVEN GAMES	23
ELECTRO GAMES	95	SHEKHANA	114
ELITE	120, 119, 121	SOFTCELL	40
FANTASIA	71	SGM	99
GAMES GALORE	87	THATZ ENTERTAINMENT	128
GAME MAGICK	77	TELEGAMES	51
GUIDING LIGHT	40	UNIVERSAL SOFTWARE	106
GAMES AND SOFTWARE	91	VIDEO GAMES SWAP	92
HARTSCROFT	77	VILLAGE WAY	69
INSTAMEC	92	WACKY WORLD	111
IMAGE CONSOLES	40	WHIZZ KID	IBC & 130

# PREMIER MAIL ORDER

TO ORDER PLEASE SEND CHEQUE / PO / ACCESS / VISA NO. AND EXPIRY DATE TO:-  
 TRYBRIDGE LTD. 8 BUCKWINS SQUARE, BURNT MILLS, BASILDON, ESSEX, SS13 1BJ.  
 TELEPHONE ORDERS: MON-FRI 9 AM - 7PM SAT 10AM - 4PM 0268-590766 -  
 24 HOUR FAX LINE 0268 590076.

TITLES MARKED \* MAY NOT BE IMMEDIATELY AVAILABLE PLEASE RING FOR INFORMATION

SEGA MEGADRIVE	SEGA MEGADRIVE	SEGA MASTER SYSTEM	SEGA MASTER SYSTEM
MEGADRIVE + ALT BEAST.....14.99	MICKEY MOUSE.....30.99	MASTER SYSTEM II.....54.99	OPERATION WOLF.....23.99
POWER BASE CONVERTOR.....24.99	MIGHT & MAGIC.....37.99	RAPID FIRE UNIT.....5.99	OUTRUN.....23.99
VIDEO CABLE.....6.99	MONSTER LAIR.....26.99	ACES OF ACES.....26.99	PACMANIA.....26.99
3D BLOCK OUT.....26.99	MOONWALKER.....26.99	AFTERBURNER.....23.99	PAPERBOY.....24.99
68B ATTACK SUB.....30.99	OUTRUN.....30.99	* ALIEN STORM.....26.99	POPULOUS.....29.99
ABRAMS TANK SUB.....30.99	GOLF GOLF.....30.99	* ASTERIX.....26.99	R/C GRAND PRIX.....24.99
AFTERBURNER II.....26.99	PHANTASY STAR II.....46.99	BASKETBALL NIGHTMARE.....23.99	R-TYPE.....23.99
ALIEN STORM.....26.99	PHANTASY STAR III.....37.99	BACK TO THE FUTURE 2.....23.99	RAMBO III.....23.99
ARNOLD PALMER GOLF.....26.99	POPULOUS.....30.99	BATTLE OUTRUN.....23.99	RAMPAGE.....23.99
* BACK TO FUTURE III.....29.99	RAMBO III.....24.99	CAIRNS.....23.99	RASTAN.....23.99
BATTLE SQUADRON.....30.99	REVENGE OF SHINOBI.....26.99	BUBBLE BOBBLE.....23.99	* RUNNING BATTLE.....24.99
* BONANZA BROTHERS.....29.99	RINGS OF POWER.....32.99	* BONANZA BROTHERS.....24.99	* SHADOW OF BEAST.....26.99
BUCK ROGERS.....29.99	ROAD RASH.....30.99	CALIFORNIA GAMES.....23.99	* SHADOW DANCER.....24.99
BUDOKAN.....30.99	SHADOW DANCER.....26.99	CHASE HQ.....23.99	SLAP SHOT.....24.99
CENTURIAN.....30.99	* SHADING IN THE DARKNESS.....32.99	CHESS.....26.99	* SONIC THE HEDGEHOG.....27.99
CRACK DOWN.....26.99	SONIC HEDGEHOG.....30.99	DOUBLE DRAGON.....24.99	* SPEEDBALL.....24.99
* DARK CASTLES.....30.99	* SPEEDBALL 2.....29.99	* DRAGON CRYSTAL.....24.99	SPELLCASTER.....24.99
* DECAPATTACK.....29.99	SPIDERMAN.....30.99	* FLINTSTONES.....24.99	SPIDERMAN.....24.99
DICK TRACY.....30.99	STARFLIGHT.....39.99	* DUCK TALES.....24.99	SUBMARINE ATTACK.....24.99
DYNAMITE DUKE.....26.99	STREETS OF RAGE.....29.99	* GAUNTLET.....23.99	SUMMER GAMES.....24.99
E.A. HOCKEY.....30.99	STRIDER.....34.99	* G-LOC.....24.99	SUPER MONACO GP.....27.99
ESWAT.....26.99	SUPER HANG-ON.....26.99	GOLDEN AXE WARRIOR.....24.99	TENNIS ACE.....24.99
* F2Z INTERCEPTOR.....30.99	SUPER LEAGUE BASEBALL.....26.99	GOLFMANIA.....26.99	THE FLINTSTONES.....24.99
FAERY TALE.....30.99	SUPER MONKEY GO.....26.99	HEAVYWEIGHT CHAMP.....19.99	THUNDERBLADE.....24.99
FANTASIA.....30.99	SUPER REAL BASKETBALL.....26.99	* HEROES OF THE LANCE.....24.99	TIME SOLDIERS.....24.99
FATEL LABYRINTH.....24.99	SUPER THUNDERBLADE.....26.99	INDIANA JONES.....23.99	ULTIMA 4.....30.99
FLICKY.....24.99	SWORD OF SODAN.....30.99	JO MONTANA FOOTBALL.....24.99	VIGILANTE.....24.99
FORGOTTEN WORLDS.....26.99	SWORD OF VERMILLION.....37.99	* KLAZ.....24.99	WONDERBOY III.....24.99
GO GROUND.....26.99	* THE IMMORTAL.....30.99	LAZER GHOST.....24.99	WORLD CUP ITALIA 90.....19.99
GOHOMESTERS.....26.99	* TOE JAM AND EAR.....30.99	LEADERBOARD.....26.99	WORLD GAMES.....19.99
GOHOLNS N GHOSTS.....34.99	TRUXTON.....36.99	* LINE OF FIRE.....24.99	WORLD SOCCER.....19.99
GOLDEN AXE.....26.99	TWIN HAWK.....26.99	MICKEY MOUSE.....26.99	* XENON II.....24.99
* KILLING GAME SHOW.....30.99	WORLD CUP ITALIA 90.....24.99	MOONWALKER.....24.99	Y'S THE OMEN.....27.99
KINGS BOUNTY.....26.99	WRESTLE WAR.....30.99	ZANY GOLF.....32.99	ZILLION.....19.99
LAKERS VS CELTIC.....30.99	XENON II.....30.99	ZOOM.....24.99	ZILLION II.....19.99
LAST BATTLE.....26.99			
* MERCS.....29.99			

GAMEBOY	GAMEBOY	GAMEBOY	SEGA GAMEGEAR
GAMEBOY + TETRIS.....65.99	FLIPALL.....19.99	PAPERBOY.....19.99	GAMEGEAR.....89.99
ALLEY WAY.....16.99	FORTESS OF FEAR.....19.99	PENGUIN WARS.....19.99	COLUMNS.....16.99
AMAZING PENGUIN.....16.99	GARGOYLES QUEST.....19.99	PIPEDREAM.....19.99	* DONALD DUCK.....19.99
BALLOON KID.....17.99	GO GO TANK.....19.99	PLAY ACTION FOOTBALL.....19.99	DRAGON CRYSTAL.....19.99
BASES LOADED.....19.99	GOLF.....19.99	POWER MISSION.....19.99	* FACTORY PANIC.....19.99
BATMAN.....19.99	GREMLINS 2.....19.99	POWER RACER.....19.99	* FROGGER.....16.99
BATTLE BULL.....19.99	HAL WRESTLING.....19.99	PRINCESS BLOBETTE.....19.99	G-LOC.....19.99
BATTLE UNIT ZEOTH.....19.99	HARMONY.....19.99	PRO WRESTLING.....19.99	* GOLDEN AXE.....19.99
BEETLE JUICE.....19.99	HATRIS.....22.99	PUNISHER.....22.99	* JOE MONTANA.....19.99
BOXXLE.....17.99	HEINKYO ALIEN.....19.99	QUARTH.....19.99	FOOTBALL.....19.99
BUBBLE BOBBLE.....19.99	HUNT FOR RED OCTOBER.....24.99	RADAR MISSIK IV.....19.99	* LEADERBOARD.....19.99
BUBBLE GHOST.....19.99	HYPER LODE RUNNER.....19.99	R-TYPE.....22.99	MICKEY MOUSE.....19.99
BUGS BUNNY.....19.99	IN YOUR FACE.....19.99	ROLANDS CURSE.....19.99	* NINJA GAIDEN.....19.99
BUGS BUNNY 2.....19.99	ISHIDO.....19.99	REVENGE OF THE GATOR.....19.99	* OUTRUN.....19.99
BURGERTIME DELUXE.....19.99	JEOPARDY.....19.99	ROBOPOC.....19.99	* PENGO.....16.99
BURDI FIGHTER DELUXE.....19.99	KLAX.....19.99	SHANGHAI.....19.99	PSYCHIC WORLD.....16.99
CEASARS PALACE.....24.99	KUNG FU MASTERS.....19.99	SIDE POCKET.....19.99	PUTTER GOLF.....19.99
CASTLEVANIA.....19.99	KWIRIK.....19.99	SKATE OR DIE.....22.99	SHINOBI.....19.99
CHASE HO.....19.99	LOCK N CHASE.....19.99	SKATE OR DIE 2.....22.99	SUPER MONACO GP.....16.99
CHESSMASTER.....19.99	LOOPZ.....19.99	SNOOPY.....19.99	WONDERBOY.....16.99
COSMOTANK.....19.99	MALIBU BEACH VOLLEY.....19.99	SOLAR STRIKER.....19.99	
CURTIS STRANGE GOLF.....19.99	MARLUS MISSION.....19.99	SOLOMANS CLUB.....19.99	
DAEDALION OPUS.....19.99	MERCENARY FORCE.....19.99	SPIDERMAN.....19.99	
DEAD HEAT SCRAMBLE.....19.99	MICKEY MOUSE 2.....22.99	SUPERMAN.....19.99	
DOUBLE DRAGON.....24.99	MOTOCROSS MANIACS.....19.99	SUPER MARIO LAND.....19.99	
DR MARIO.....24.99	MYSTERIUM.....19.99	SPIROS ADVENTURE.....19.99	
DUCK TALES.....19.99	NEMESIS.....22.99	SUPER HOPE.....19.99	
FINAL FANTASY (INC BATT).....26.99	NEMESIS 2.....19.99	SUPER SCRABBLE.....24.99	
F1 RACER.....24.99	NINJA TURTLES.....22.99	TAIL GATER.....22.99	
FIST OF NORTH STAR.....19.99	NFL FOOTBALL.....19.99	TAHITIANA STORY.....19.99	
FISH DUDE.....19.99	OPERATION C.....22.99	TENNIS.....19.99	
	PACMAN.....19.99	WORLD BOWLING.....19.99	
		WWF SUPERSTAR.....24.99	
		WHEEL OF FORTUNE.....19.99	



Snow and ice evoke different reactions from people. While some people tend to shiver, wheeze and slip over a lot in these unfavourable conditions, others strap on special equipment or climb aboard sled-like contrivances and participate in snow-based sporting activities.

Not surprisingly, *The Games* concentrates on the sporting aspects of cold weather and casts the player and his pals if they want to participate in multi-player excitement as athletic hopefuls hoping to scoop the gold medals in the eight-event Winter Challenge. The overall aim is to win enough medals in each event to be declared the overall winner of the challenge, and thus bask in glory ever-lasting (or something).

But no-one expects your first outings on the Winter Challenge course to be completely glorious. That's why the programmers of the game have included a special practise option which enables you to test out each event before the competition begins, and maybe even hone a few skills in preparation for the main events!

### SPEED SKATING



Compared to the other events, Speed Skating is definitely the simplest. Just tap the seven shades out of your joystick buttons to increase your skater's speed and watch out for the walls on each turn. Easy! Just complete three laps of the circuit and you're home and dry (well, home any way).

### DOWNHILL



Grab your skis and sticks and ready yourself for some intense action! Avoid the sides of the valley and keep your skier speeding between the gates to get plenty of lovely points. The winner is the skier with the fastest time.

# THE G WINTER C



### LUGE



Jump atop a tiny snow sled and speed around a course of dug-out ice tunnels as quickly as possible. Use the outside of the tunnels to build up the highest possible top speed - but be careful that you don't lose control!



The inconsistent quality of the graphics and dreadful music don't give this instant appeal, but the more you play it, the more you get into the snow-bound action. The

**JULIAN** events are varied and fun to play, and while some might complain that they're easy to finish, the real challenge is beating your own personal records. The multi-player mode is where the game is best appreciated, and I like the replay option which comes in handy both as a tool for assessing your own gameplay style or a Beadle-esque laff-a-minute device for displaying your fellow player's major foul-ups in super slow motion! If you're after some enjoyable sporting action *The Games: Winter Challenge* comes highly recommended.



# GAMES: CHALLENGE



▲ The fab opening ceremony.



▲ Taking to the air in the Ski Jump!

## CROSS COUNTRY



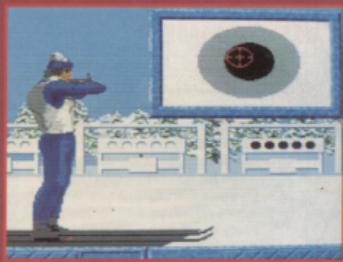
Endurance is the key to mastering this gruelling event. Match your skiing strokes with the energy meter at the bottom of the screen to stay at the optimum speed. Only then have you a sporting chance of finishing this energy-draining long distance event.

## GIANT SLALOM



This is much the same as the Downhill event, but plenty of swerving skills are required to successfully negotiate each gate. The course is also longer (hence the "giant" of the title).

## BIATHLON



Biathlon is a mixture of Cross Country and shooting. Just ski to each of the five targets around the course and let rip with your rifle. Inaccurate shooting leads to penalty seconds being added to your time. The winner is the contestant with the lowest time.

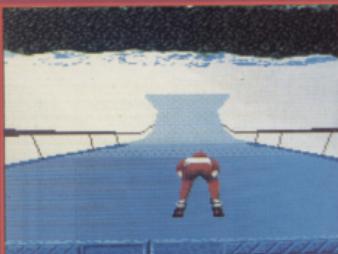
## BOBSLED



This event is almost exactly the same as the Luge, but the Bobsled is a tad more difficult to control (owing to its bulkier size). The Bobsled ice tunnel course is also a lot longer and twistier than the Luge's, so keep your wits about you!



## SKI JUMP



Clip on your skis and shoot off the end of an ice-covered ramp in this potentially lethal event. Minimise your wind resistance while in the air and successfully land to finish the event. The winner is the contestant who achieves the longest jump.

## COMMENT

**RICH** This is reminiscent of the computer Epyx Games series in name and presentation only. Rather than produce polished sprites and backdrops for each event, the programmers have opted for fast-moving filled-in 3D graphics with sprites overlaid. This works extremely well for just about every event, although the update slows down when there's plenty of on-screen action.

The sound is a mixed bag, with some great samples and truly diabolical music. Gameplay-wise, there's no denying that *The Games: Winter Challenge* is varied and engrossing. Although each event is pretty easy to complete, actually mastering each to an expert degree should make for a long-lasting game. Add in the multi-player angle and you've got a great competitive experience as well. Although not exactly a classic, *The Games: Winter Challenge* will appeal to anyone after a decent sports game - a genre rather lacking on the Megadrive at the moment.

▼ Here's some of the competition lined up for you in the actual tournament!

IT'LL BE  
ALRIGHT ON  
THE NIGHT

Every time you finish an event, *The Games: Winter Challenge* allows you to survey your performance step-by-step, by using the Instant Replay option. The VCR-like controls make it simple to study every aspect of your performance - including the bits where you completely cock it up!



▲ The Bobsled event begins!



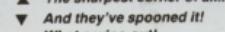
▲ The first difficult corner is handled with ease.



▲ Coming up to the bridge!



▲ The sharpest corner of all...



▼ And they've spooned it! What a wipe-out!

THE GAMES:  
WINTER CHALLENGE

(C) 1991/1992 ACCORDIA LTD. ALL RIGHTS RESERVED

BY: BALLISTIC  
PRICE: £39.99

RELEASE DATE: TBA

GAME DIFFICULTY: EASY

LIVES: 1

CONTINUES: N/A

SKILL LEVELS: 1

RESPONSIVENESS: SPEEDY

1-8

PLAYERS



## PRESENTATION 88%

Well-presented on the whole, with training options and instant replay action.

## GRAPHICS 81%

Pretty decent filled-in 3D graphics for the landscape, with main sprites that vary from okay to great.

## SOUND 77%

Some extremely awful music, but there's great sampled effects.

## PLAYABILITY 87%

Each event is good fun to play, if a little easy to complete.

## LASTABILITY 84%

Completing each event is pretty easy, but mastering them to an expert degree should take some time.

## OVERALL 85%

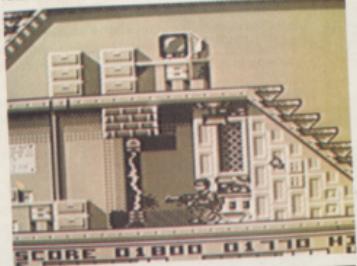
A great multi-event, ice-based extravaganza, highly recommended to sports fans.



Following the nuclear disaster known as Judgment Day, a terrible war raged between the mechanised forces of the Skynet defence computer and the entire surviving human race. However, one man - John Connor, managed to band the survivors together and lead the human forces to almost complete victory. In response, Skynet targets Connor for termination and sends a deadly T-1000 cyborg back in time to kill him when he is still a ten year-old child - and thus win the war before it even begins! Luckily, the human forces get wind of this plot, steal a model 101 Terminator, reprogram him to protect John and send him back in time to do battle with the T-1000.

Before this can be done, Skynet defences around their time machine must be destroyed allowing the chrono-spanning jaunt to take place. This is done by John himself in the first level of the T2 game. This side-on platform blast sees John blowing up defence coordination towers to infiltrate the Skynet base. The theme is carried over to level two, where the production plant must be penetrated to grab your own Terminator. The captured machine receives its new orders in level three. This is a puzzle section, where John Connor adjusts the circuitry in the Terminator's brain.

Level four takes place in 1994, where John and the Terminator must escape from the T-1000 who is chasing after their motorbike in a large truck. Shooting the lorry and avoiding hazards are the orders of the day here. In level five, the Cyberdyne Systems labs must be blown up to stop Skynet from ever being created. After Cyberdyne has been successfully disposed of, our heroic cyborg must blow away the rampaging T-1000. This comes to pass in the climactic level six, set within the confines of a steel mill. Here, the Terminator grabs weapons which fall from the ceiling and uses them to blast the T-1000 into a big vat of molten metal from which he will never return.



## T-1000 TOMFOOLERY

This T-1000 is no ordinary killer cyborg as it can change his shape at will and even flow like mercury. This process is seen in action on level six. Damage the T-1000 enough and it sheds its human appearance for good and turns into a liquid psychopath of doom! Make sure you keep plenty of heavy artillery around when this happens.



▲ The T-1000 in action!

# TERMINATOR JUDGEMENT



▲ Here's the Terminator's targetting system in action. Impressive, eh?

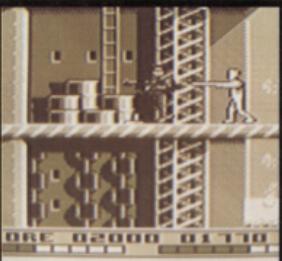
## COMMENT



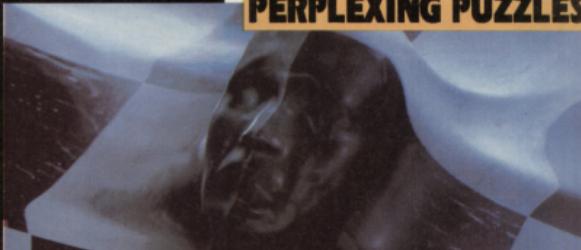
Boasting excellent graphics, awesome soundtracks and decent playability, Terminator 2 is one of the best Gameboy carts I've played of late. Every level is challenging and enjoyable, and it should keep you occupied for weeks. Highly recommended.



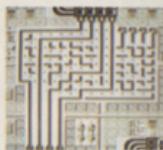
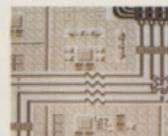
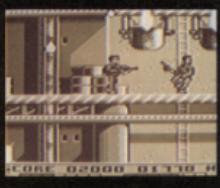
▲ Meet Skynet's guardian!



▲ The T-1000's very angry!



▲ In this movie shot, the T-1000 walks away undamaged from its first encounter with the Terminator.



▲ Circuit board action! Match up those terminals!

## PERPLEXING PUZZLES

In these puzzle stages, the object is to clear four electrical paths for charges that pass from the bottom to the top of the screen. There's a strict time limit to set the paths up in so hurry!

## COMMENT



Terminator 2 is one of the best Gameboy releases in some time. The levels differ enough to give the game variety but not so much that the action becomes disjointed. The

gameplay is also of a high standard and the cart packs quite a challenge. There's no faulting the graphics either with loads of great sprites, backgrounds and animation, and the whole thing is accompanied by some topper effects and tunes. Action-loving Gameboy owners should get this now.

RAD



PUSH START

<b>ACCLAIM £19.99</b>	
<b>RATINGS</b>	<b>80%</b>
<b>PRESENTATION</b>	<b>81%</b>
<b>GRAPHICS</b>	<b>87%</b>
<b>SOUND</b>	<b>82%</b>
<b>PLAYABILITY</b>	<b>90%</b>
<b>LASTABILITY</b>	<b>83%</b>
<b>OVERALL</b>	<b>90%</b>



# SHEKHANA CONSOLES

SHEKHANA HAVE BEEN ESTABLISHED SINCE 1978.  
WE ARE THE OLDEST ESTABLISHED COMPANY IN  
C&VG, HAVING BEEN ADVERTISING EVERY MONTH  
SINCE 1984. DON'T BE LET DOWN THIS YEAR OUR  
PAST HISTORY IS OUR GUARANTEE.

# 081-340 8565



## ★★NINTENDO FAMICOM★★

Famicom - Scart - VR3 .....	189.99	Geoman Warrior .....	44.99
Famicom Scart + 2 Games .....	269.99	Kick Off - Coming Soon .....	P.O.A.
Famicom Pal I - VR3 .....	224.99	Lagoon .....	P.O.A.
Famicom Pal I + 2 Games .....	299.99	Lemmings .....	P.O.A.
(any 2 games up to £40 each. 1 your choice, 1 ours)		Pro Soccer .....	34.99
USA Famicom - Scart only +	249.99	Super E.D.F .....	44.99
Mario 4 .....	249.99	Super Mario 4 .....	44.99
Famicom Scart version 3. + Sony TV/Monitor or Phillips 8833		Super Tennis .....	44.99
MK11 Monitor .....	449.99	Pro Wrestling - Human .....	44.99
Scart Lead External .....	24.99	F-Zero .....	39.99
Audio Lead .....	19.99	Final Fight .....	44.99
Control Pad .....	9.99	Gradius III .....	39.99
Philips 8833 MK11/1084 Lead .....	19.99	Pilot Wing .....	44.99
J.B. King Joystick .....	69.99	Populous .....	39.99
Autofire controller .....	19.99	R-Type .....	39.99
Autofire Pad .....	19.99	Atmosfer .....	44.99
USA Games Adaptor .....	24.99	Baseball .....	44.99
Big Run .....	39.99	Castlevania 4 .....	P.O.A.
Bombuzal .....	29.99	Final Fantasy II .....	P.O.A.
Caveman Ninja .....		Ghosts .....	P.O.A.
Darius Twin .....	39.99	John Madden Football .....	P.O.A.
Dimension Force .....	44.99	Sim City .....	44.99
Drakken - USA Only .....	49.99		
Super Soccer - Human .....	44.99		

\* PRICES FOR JAPANESE  
VERSION CALL FOR USA  
VERSION PRICES

AVAILABLE NOW FAMICOM VERSION.3 FOR IMPROVED  
DEFINITION AND QUALITY PICTURE. PLEASE NOTE VERSION.3  
FAMICOMS ARE NOT AVAILABLE AT ANY OTHER OUTLETS, IT  
IS ONLY AVAILABLE EXCLUSIVE TO SHEKHANA

## ★★SEGA MEGADRIVE★★

### ★★IMPORTED VERSION★★

#### OFFER ONE

MEGADRIVE + CONTROL PAD + POWER SUPPLY UNIT  
RUNS ALL USA/JAP/UK GAMES

★★£109.99★★

#### OFFER TWO

SEGA MEGADRIVE + PAD + PSU + ANY ONE JAPANESE GAME UP  
TO THE VALUE OF £24.99

★★£129.99★★

Arcade Player Stick .....	39.99	CD Rom Available NOW	
Commodore 64 .....	14.99		
Megadrive Converter .....	9.99		
SOFTWARE	JAP VERSION	UK VERSION	
Airwolf .....	34.99	Inspector X .....	24.99
Alien Storm .....	34.99	Ka Ge Ki .....	24.99
Altered Beast .....	24.99	Last Battle .....	24.99
Crackdown .....	24.99	Land of the Lost .....	24.99
Contra .....	24.99	Menace .....	34.99
Darius II .....	34.99	Mickey Mouse .....	24.99
Depig Attack .....	36.99	Moonwalker .....	24.99
Devil Crash .....	39.99	Mr Do .....	34.99
Dynasty Duke .....	24.99	PGA Golf .....	34.99
D.J. Boy .....	24.99	Phantasy Star III .....	49.99
El Vientre .....	34.99	Power Drift 2 .....	24.99
E. H. A. Hockey .....	34.99	Road Rash .....	34.99
F-22 Interceptor .....	34.99	Saint Sword .....	29.99
Garies .....	29.99	Samurai Shodown .....	49.99
Ghost 'n' Ghouls .....	39.99	Sonic Hedgehog .....	29.99
Ghostbusters .....	24.99	Streets of Rage .....	34.99
Golden Axe .....	29.99	Strider .....	29.99
Golden Axe II .....	34.99	Temple of Sodan .....	34.99
Hardball .....	29.99	Toe Jam & Earl .....	34.99
Hellfire .....	29.99	Wrestle War .....	34.99
Immortal .....	34.99	Zany Golf .....	24.99

#### RETAIL STORE MAIL ORDER INFORMATION

REAL STORE: 3, GLASTONBURY HOUSE, HIGH ROAD, WOOD GREEN  
N22 5AA (Corner of Glastonbury Ave) (100 yards West Green Tube Stn)  
(On Peckish Line) Tel: 081 889 0412 Fax: 081 889 9413.

257-259 TOTTENHAM COURT ROAD,  
LONDON W1 BAB.  
TEL: 071 631 1607

ABOVE PRICES ARE MAIL ORDER ONLY  
MAIL ORDER: CHEQUE/P.O TO: 929 GREEN LANE,  
LONDON NW9 8QZ. TEL: 081 340 8565

F&P ADD 7% FOR SOFTWARE, £5 FOR MACHINES. 3-5 DAYS, NEXT DAY £10. TRADE ENQUIRIES WELCOME. WE RESERVE THE RIGHT TO CHANGE OUR PRICES WITHOUT PRIOR NOTICE. E&OE.

## ★★NINTENDO GAMEBOY★★

GAMEBOY + BATTERIES + HEADPHONES + FREE PROTECTOR  
£59.99

GAMEBOY DELUXE SET + FREE PROTECTOR  
INC TETRIS + 2 PLAYER LEAD

£69.99

2 - Player Cable .....	7.99	Replacement Joystick .....	4.99
AC/DC Power Supply .....	9.99	Amplifier .....	9.99
Battery Recharger Pack .....	29.99	Carry Case .....	19.99
Game Boy Player .....	7.99	Light Boy (Mag + Light) .....	14.99
Case Box (Hard) .....	9.99	G.Boy Pouch .....	10.99
Leather Case .....	14.99	Tote Hard Case .....	19.99
Replacement Lens .....	4.99	Time Boy .....	4.99

Bart Simpson, Batman, Battle Toads, Bill and Ted, Blazing Steel, Brain Bender, Bugs Bunny II, Castlevania, Chopper, Contra, Croc 2, Double Dragon II, Donkey Kong, Donkey Kong Country, Donkey Kong Country II, Donkey Kong Country Returns, Donkey Konga, Donkey Konga 2, Double Dragon III, Donkey Konga 3, Donkey Konga 4, Donkey Konga 5, Donkey Konga 6, Donkey Konga 7, Donkey Konga 8, Donkey Konga 9, Donkey Konga 10, Donkey Konga 11, Donkey Konga 12, Donkey Konga 13, Donkey Konga 14, Donkey Konga 15, Donkey Konga 16, Donkey Konga 17, Donkey Konga 18, Donkey Konga 19, Donkey Konga 20, Donkey Konga 21, Donkey Konga 22, Donkey Konga 23, Donkey Konga 24, Donkey Konga 25, Donkey Konga 26, Donkey Konga 27, Donkey Konga 28, Donkey Konga 29, Donkey Konga 30, Donkey Konga 31, Donkey Konga 32, Donkey Konga 33, Donkey Konga 34, Donkey Konga 35, Donkey Konga 36, Donkey Konga 37, Donkey Konga 38, Donkey Konga 39, Donkey Konga 40, Donkey Konga 41, Donkey Konga 42, Donkey Konga 43, Donkey Konga 44, Donkey Konga 45, Donkey Konga 46, Donkey Konga 47, Donkey Konga 48, Donkey Konga 49, Donkey Konga 50, Donkey Konga 51, Donkey Konga 52, Donkey Konga 53, Donkey Konga 54, Donkey Konga 55, Donkey Konga 56, Donkey Konga 57, Donkey Konga 58, Donkey Konga 59, Donkey Konga 60, Donkey Konga 61, Donkey Konga 62, Donkey Konga 63, Donkey Konga 64, Donkey Konga 65, Donkey Konga 66, Donkey Konga 67, Donkey Konga 68, Donkey Konga 69, Donkey Konga 70, Donkey Konga 71, Donkey Konga 72, Donkey Konga 73, Donkey Konga 74, Donkey Konga 75, Donkey Konga 76, Donkey Konga 77, Donkey Konga 78, Donkey Konga 79, Donkey Konga 80, Donkey Konga 81, Donkey Konga 82, Donkey Konga 83, Donkey Konga 84, Donkey Konga 85, Donkey Konga 86, Donkey Konga 87, Donkey Konga 88, Donkey Konga 89, Donkey Konga 90, Donkey Konga 91, Donkey Konga 92, Donkey Konga 93, Donkey Konga 94, Donkey Konga 95, Donkey Konga 96, Donkey Konga 97, Donkey Konga 98, Donkey Konga 99, Donkey Konga 100, Donkey Konga 101, Donkey Konga 102, Donkey Konga 103, Donkey Konga 104, Donkey Konga 105, Donkey Konga 106, Donkey Konga 107, Donkey Konga 108, Donkey Konga 109, Donkey Konga 110, Donkey Konga 111, Donkey Konga 112, Donkey Konga 113, Donkey Konga 114, Donkey Konga 115, Donkey Konga 116, Donkey Konga 117, Donkey Konga 118, Donkey Konga 119, Donkey Konga 120, Donkey Konga 121, Donkey Konga 122, Donkey Konga 123, Donkey Konga 124, Donkey Konga 125, Donkey Konga 126, Donkey Konga 127, Donkey Konga 128, Donkey Konga 129, Donkey Konga 130, Donkey Konga 131, Donkey Konga 132, Donkey Konga 133, Donkey Konga 134, Donkey Konga 135, Donkey Konga 136, Donkey Konga 137, Donkey Konga 138, Donkey Konga 139, Donkey Konga 140, Donkey Konga 141, Donkey Konga 142, Donkey Konga 143, Donkey Konga 144, Donkey Konga 145, Donkey Konga 146, Donkey Konga 147, Donkey Konga 148, Donkey Konga 149, Donkey Konga 150, Donkey Konga 151, Donkey Konga 152, Donkey Konga 153, Donkey Konga 154, Donkey Konga 155, Donkey Konga 156, Donkey Konga 157, Donkey Konga 158, Donkey Konga 159, Donkey Konga 160, Donkey Konga 161, Donkey Konga 162, Donkey Konga 163, Donkey Konga 164, Donkey Konga 165, Donkey Konga 166, Donkey Konga 167, Donkey Konga 168, Donkey Konga 169, Donkey Konga 170, Donkey Konga 171, Donkey Konga 172, Donkey Konga 173, Donkey Konga 174, Donkey Konga 175, Donkey Konga 176, Donkey Konga 177, Donkey Konga 178, Donkey Konga 179, Donkey Konga 180, Donkey Konga 181, Donkey Konga 182, Donkey Konga 183, Donkey Konga 184, Donkey Konga 185, Donkey Konga 186, Donkey Konga 187, Donkey Konga 188, Donkey Konga 189, Donkey Konga 190, Donkey Konga 191, Donkey Konga 192, Donkey Konga 193, Donkey Konga 194, Donkey Konga 195, Donkey Konga 196, Donkey Konga 197, Donkey Konga 198, Donkey Konga 199, Donkey Konga 200, Donkey Konga 201, Donkey Konga 202, Donkey Konga 203, Donkey Konga 204, Donkey Konga 205, Donkey Konga 206, Donkey Konga 207, Donkey Konga 208, Donkey Konga 209, Donkey Konga 210, Donkey Konga 211, Donkey Konga 212, Donkey Konga 213, Donkey Konga 214, Donkey Konga 215, Donkey Konga 216, Donkey Konga 217, Donkey Konga 218, Donkey Konga 219, Donkey Konga 220, Donkey Konga 221, Donkey Konga 222, Donkey Konga 223, Donkey Konga 224, Donkey Konga 225, Donkey Konga 226, Donkey Konga 227, Donkey Konga 228, Donkey Konga 229, Donkey Konga 230, Donkey Konga 231, Donkey Konga 232, Donkey Konga 233, Donkey Konga 234, Donkey Konga 235, Donkey Konga 236, Donkey Konga 237, Donkey Konga 238, Donkey Konga 239, Donkey Konga 240, Donkey Konga 241, Donkey Konga 242, Donkey Konga 243, Donkey Konga 244, Donkey Konga 245, Donkey Konga 246, Donkey Konga 247, Donkey Konga 248, Donkey Konga 249, Donkey Konga 250, Donkey Konga 251, Donkey Konga 252, Donkey Konga 253, Donkey Konga 254, Donkey Konga 255, Donkey Konga 256, Donkey Konga 257, Donkey Konga 258, Donkey Konga 259, Donkey Konga 260, Donkey Konga 261, Donkey Konga 262, Donkey Konga 263, Donkey Konga 264, Donkey Konga 265, Donkey Konga 266, Donkey Konga 267, Donkey Konga 268, Donkey Konga 269, Donkey Konga 270, Donkey Konga 271, Donkey Konga 272, Donkey Konga 273, Donkey Konga 274, Donkey Konga 275, Donkey Konga 276, Donkey Konga 277, Donkey Konga 278, Donkey Konga 279, Donkey Konga 280, Donkey Konga 281, Donkey Konga 282, Donkey Konga 283, Donkey Konga 284, Donkey Konga 285, Donkey Konga 286, Donkey Konga 287, Donkey Konga 288, Donkey Konga 289, Donkey Konga 290, Donkey Konga 291, Donkey Konga 292, Donkey Konga 293, Donkey Konga 294, Donkey Konga 295, Donkey Konga 296, Donkey Konga 297, Donkey Konga 298, Donkey Konga 299, Donkey Konga 300, Donkey Konga 301, Donkey Konga 302, Donkey Konga 303, Donkey Konga 304, Donkey Konga 305, Donkey Konga 306, Donkey Konga 307, Donkey Konga 308, Donkey Konga 309, Donkey Konga 310, Donkey Konga 311, Donkey Konga 312, Donkey Konga 313, Donkey Konga 314, Donkey Konga 315, Donkey Konga 316, Donkey Konga 317, Donkey Konga 318, Donkey Konga 319, Donkey Konga 320, Donkey Konga 321, Donkey Konga 322, Donkey Konga 323, Donkey Konga 324, Donkey Konga 325, Donkey Konga 326, Donkey Konga 327, Donkey Konga 328, Donkey Konga 329, Donkey Konga 330, Donkey Konga 331, Donkey Konga 332, Donkey Konga 333, Donkey Konga 334, Donkey Konga 335, Donkey Konga 336, Donkey Konga 337, Donkey Konga 338, Donkey Konga 339, Donkey Konga 340, Donkey Konga 341, Donkey Konga 342, Donkey Konga 343, Donkey Konga 344, Donkey Konga 345, Donkey Konga 346, Donkey Konga 347, Donkey Konga 348, Donkey Konga 349, Donkey Konga 350, Donkey Konga 351, Donkey Konga 352, Donkey Konga 353, Donkey Konga 354, Donkey Konga 355, Donkey Konga 356, Donkey Konga 357, Donkey Konga 358, Donkey Konga 359, Donkey Konga 360, Donkey Konga 361, Donkey Konga 362, Donkey Konga 363, Donkey Konga 364, Donkey Konga 365, Donkey Konga 366, Donkey Konga 367, Donkey Konga 368, Donkey Konga 369, Donkey Konga 370, Donkey Konga 371, Donkey Konga 372, Donkey Konga 373, Donkey Konga 374, Donkey Konga 375, Donkey Konga 376, Donkey Konga 377, Donkey Konga 378, Donkey Konga 379, Donkey Konga 380, Donkey Konga 381, Donkey Konga 382, Donkey Konga 383, Donkey Konga 384, Donkey Konga 385, Donkey Konga 386, Donkey Konga 387, Donkey Konga 388, Donkey Konga 389, Donkey Konga 390, Donkey Konga 391, Donkey Konga 392, Donkey Konga 393, Donkey Konga 394, Donkey Konga 395, Donkey Konga 396, Donkey Konga 397, Donkey Konga 398, Donkey Konga 399, Donkey Konga 400, Donkey Konga 401, Donkey Konga 402, Donkey Konga 403, Donkey Konga 404, Donkey Konga 405, Donkey Konga 406, Donkey Konga 407, Donkey Konga 408, Donkey Konga 409, Donkey Konga 410, Donkey Konga 411, Donkey Konga 412, Donkey Konga 413, Donkey Konga 414, Donkey Konga 415, Donkey Konga 416, Donkey Konga 417, Donkey Konga 418, Donkey Konga 419, Donkey Konga 420, Donkey Konga 421, Donkey Konga 422, Donkey Konga 423, Donkey Konga 424, Donkey Konga 425, Donkey Konga 426, Donkey Konga 427, Donkey Konga 428, Donkey Konga 429, Donkey Konga 430, Donkey Konga 431, Donkey Konga 432, Donkey Konga 433, Donkey Konga 434, Donkey Konga 435, Donkey Konga 436, Donkey Konga 437, Donkey Konga 438, Donkey Konga 439, Donkey Konga 440, Donkey Konga 441, Donkey Konga 442, Donkey Konga 443, Donkey Konga 444, Donkey Konga 445, Donkey Konga 446, Donkey Konga 447, Donkey Konga 448, Donkey Konga 449, Donkey Konga 450, Donkey Konga 451, Donkey Konga 452, Donkey Konga 453, Donkey Konga 454, Donkey Konga 455, Donkey Konga 456, Donkey Konga 457, Donkey Konga 458, Donkey Konga 459, Donkey Konga 460, Donkey Konga 461, Donkey Konga 462, Donkey Konga 463, Donkey Konga 464, Donkey Konga 465, Donkey Konga 466, Donkey Konga 467, Donkey Konga 468, Donkey Konga 469, Donkey Konga 470, Donkey Konga 471, Donkey Konga 472, Donkey Konga 473, Donkey Konga 474, Donkey Konga 475, Donkey Konga 476, Donkey Konga 477, Donkey Konga 478, Donkey Konga 479, Donkey Konga 480, Donkey Konga 481, Donkey Konga 482, Donkey Konga 483, Donkey Konga 484, Donkey Konga 485, Donkey Konga 486, Donkey Konga 487, Donkey Konga 488, Donkey Konga 489, Donkey Konga 490, Donkey Konga 491, Donkey Konga 492, Donkey Konga 493, Donkey Konga 494, Donkey Konga 495, Donkey Konga 496, Donkey Konga 497, Donkey Konga 498, Donkey Konga 499, Donkey Konga 500, Donkey Konga 501, Donkey Konga 502, Donkey Konga 503, Donkey Konga 504, Donkey Konga 505, Donkey Konga 506, Donkey Konga 507, Donkey Konga 508, Donkey Konga 509, Donkey Konga 510, Donkey Konga 511, Donkey Konga 512, Donkey Konga 513, Donkey Konga 514, Donkey Konga 515, Donkey Konga 516, Donkey Konga 517, Donkey Konga 518, Donkey Konga 519, Donkey Konga 520, Donkey Konga 521, Donkey Konga 522, Donkey Konga 523, Donkey Konga 524, Donkey Konga 525, Donkey Konga 526, Donkey Konga 527, Donkey Konga 528, Donkey Konga 529, Donkey Konga 530, Donkey Konga 531, Donkey Konga 532, Donkey Konga 533, Donkey Konga 534, Donkey Konga 535, Donkey Konga 536, Donkey Konga 537, Donkey Konga 538, Donkey Konga 539, Donkey Konga 540, Donkey Konga 541, Donkey Konga 542, Donkey Konga 543, Donkey Konga 544, Donkey Konga 545, Donkey Konga 546, Donkey Konga 547, Donkey Konga 548, Donkey Konga 549, Donkey Konga 550, Donkey Konga 551, Donkey Konga 552, Donkey Konga 553, Donkey Konga 554, Donkey Konga 555, Donkey Konga 556, Donkey Konga 557, Donkey Konga 558, Donkey Konga 559, Donkey Konga 560, Donkey Konga 561, Donkey Konga 562, Donkey Konga 563, Donkey Konga 564, Donkey Konga 565, Donkey Konga 566, Donkey Konga 567, Donkey Konga 568, Donkey Konga 569, Donkey Konga 570, Donkey Konga 571, Donkey Konga 572, Donkey Konga 573, Donkey Konga 574, Donkey Konga 575, Donkey Konga 576, Donkey Konga 577, Donkey Konga 578, Donkey Konga 579, Donkey Konga 580, Donkey Konga 581, Donkey Konga 582, Donkey Konga 583, Donkey Konga 584, Donkey Konga 585, Donkey Konga 586, Donkey Konga 587, Donkey Konga 588, Donkey Konga 589, Donkey Konga 590, Donkey Konga 591, Donkey Konga 592, Donkey Konga 593, Donkey Konga 594, Donkey Konga 595, Donkey Konga 596, Donkey Konga 597, Donkey Konga 598, Donkey Konga 599, Donkey Konga 600, Donkey Konga 601, Donkey Konga 602, Donkey Konga 603, Donkey Konga 604, Donkey Konga 605, Donkey Konga 606, Donkey Konga 607, Donkey Konga 608, Donkey Konga 609, Donkey Konga 610, Donkey Konga 611, Donkey Konga 612, Donkey Konga 613, Donkey Konga 614, Donkey Konga 615, Donkey Konga 616, Donkey Konga 617, Donkey Konga 618, Donkey Konga 619, Donkey Konga 620, Donkey Konga 621, Donkey Konga 622, Donkey Konga 623, Donkey Konga 624, Donkey Konga 625, Donkey Konga 626, Donkey Konga 627, Donkey Konga 628, Donkey Konga 629, Donkey Konga 630, Donkey Konga 631, Donkey Konga 632, Donkey Konga 633, Donkey Konga 634, Donkey Konga 635, Donkey Konga 636, Donkey Konga 637, Donkey Konga 638, Donkey Konga 639, Donkey Konga 640, Donkey Konga 641, Donkey Konga 642, Donkey Konga 643, Donkey Konga 644, Donkey Konga 645, Donkey Konga 646, Donkey Konga 647, Donkey Konga 648, Donkey Konga 649, Donkey Konga 650, Donkey Konga 651, Donkey Konga 652, Donkey Konga 653, Donkey Konga 654, Donkey Konga 655, Donkey Konga 656, Donkey Konga 657, Donkey Konga 658, Donkey Konga 659, Donkey Konga 660, Donkey Konga 661, Donkey Konga 662, Donkey Konga 663, Donkey Konga 664, Donkey Konga 665, Donkey Konga 666, Donkey Konga 667, Donkey Konga 668, Donkey Konga 669, Donkey Konga 670, Donkey Konga 671, Donkey Konga 672, Donkey Konga 673, Donkey Konga 674, Donkey Konga 675, Donkey Konga 676, Donkey Konga 677, Donkey Konga 678, Donkey Konga 679, Donkey Konga 680, Donkey Konga 681, Donkey Konga 682, Donkey Konga 683, Donkey Konga 684, Donkey Konga 685, Donkey Konga 686, Donkey Konga 687, Donkey Konga 688, Donkey Konga 689, Donkey Konga 690, Donkey Konga 691, Donkey Konga 692, Donkey Konga 693, Donkey Konga 694, Donkey Konga 695, Donkey Konga 696, Donkey Konga 697, Donkey Konga 698, Donkey Konga 699, Donkey Konga 700, Donkey Konga 701, Donkey Konga 702, Donkey Konga 703, Donkey Konga 704, Donkey Konga 705, Donkey Konga 706, Donkey Konga 707, Donkey Konga 708, Donkey Konga 709, Donkey Konga 710, Donkey Konga 711, Donkey Konga 712, Donkey Konga 713, Donkey Konga 714, Donkey Konga 715, Donkey Konga 716, Donkey Konga 717, Donkey Konga 718, Donkey Konga 719, Donkey Konga 720, Donkey Konga 721, Donkey Konga 722, Donkey Konga 723, Donkey Konga 724, Donkey Konga 725, Donkey Konga 726, Donkey Konga 727, Donkey Konga 728, Donkey Konga 729, Donkey Konga 730, Donkey Konga 731, Donkey Konga 732, Donkey Konga 733, Donkey Konga 734, Donkey Konga 735, Donkey Konga 736, Donkey Konga 737, Donkey Konga 738, Donkey Konga 739, Donkey Konga 740, Donkey Konga 741, Donkey Konga 742, Donkey Konga 743, Donkey Konga 744, Donkey Konga 745, Donkey Konga 746, Donkey Konga 747, Donkey Konga 748, Donkey Konga 749, Donkey Konga 750, Donkey Konga 751, Donkey Konga 752, Donkey Konga 753, Donkey Konga 754, Donkey Konga 755, Donkey Konga 756, Donkey Konga 757, Donkey Konga 758, Donkey Konga 759, Donkey Konga 760, Donkey Konga 761, Donkey Konga 762, Donkey Konga 763, Donkey Konga 764, Donkey Konga 765, Donkey Konga 766, Donkey Konga 767, Donkey Konga 768, Donkey Konga 769, Donkey Konga 770, Donkey Konga 771, Donkey Konga 772, Donkey Konga 773, Donkey Konga 774, Donkey Konga 775, Donkey Konga 776, Donkey Konga 777, Donkey Konga 778, Donkey Konga 779, Donkey Konga 780, Donkey Konga 781, Donkey Konga 782, Donkey Konga 783, Donkey Konga 784, Donkey Konga 785, Donkey Konga 786, Donkey Konga 787, Donkey Konga 788, Donkey Konga 789, Donkey Konga 790, Donkey Konga 791, Donkey Konga 792, Donkey Konga 793, Donkey Konga 794, Donkey Konga 795, Donkey Konga 796, Donkey Konga 797, Donkey Konga 798, Donkey Konga 799, Donkey Konga 800, Donkey Konga 801, Donkey Konga 802, Donkey Konga 803, Donkey Konga 804, Donkey Konga 805, Donkey Konga 806, Donkey Konga 807, Donkey Konga 808, Donkey Konga 809, Donkey Konga 810, Donkey Konga 811, Donkey Konga 812, Donkey Konga 813, Donkey Konga 814, Donkey Konga 815, Donkey Konga 816, Donkey Konga 817, Donkey Konga 818, Donkey Konga 819, Donkey Konga 820, Donkey Konga 821, Donkey Konga 822, Donkey Konga 823, Donkey Konga 824, Donkey Konga 825, Donkey Konga 826, Donkey Konga 827, Donkey Konga 828, Donkey Konga 829, Donkey Konga 830, Donkey Konga 831, Donkey Konga 832, Donkey Konga 833, Donkey Konga 834, Donkey Konga 835, Donkey Konga 836, Donkey Konga 837, Donkey Konga 838, Donkey Konga 839, Donkey Konga 840, Donkey Konga 841, Donkey Konga 842, Donkey Konga 843, Donkey Konga 844, Donkey Konga 845, Donkey Konga 846, Donkey Konga 847, Donkey Konga 848, Donkey Konga 849, Donkey Konga 850, Donkey Konga 851, Donkey Konga 852, Donkey Konga 853, Donkey Konga 854, Donkey Konga 855, Donkey Konga 856, Donkey Konga 857, Donkey Konga 858, Donkey Konga 859, Donkey Konga 860, Donkey Konga 861, Donkey Konga 862, Donkey Konga 863, Donkey Konga 864, Donkey Konga 865, Donkey Konga 866, Donkey Konga 867, Donkey Konga 868, Donkey Konga 869, Donkey Konga 870, Donkey Konga 871, Donkey Kong



## ATTENTION!

MEAN MACHINES Megamart is for private advertisers only. Anybody sending in a trade advert will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into! – However if you are interested in placing a lineage trade ad please contact Martha on 071-251 6222 NOW!

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

## FOR SALE

**GAMEBOY FOR SALE** £65  
inc ludes 3 games; Mario, Tetris, Pinball and 4+2 player adaptors. Phone Daniel on (0932) 851981.

**PC ENGINE** games for sale. PC Kid 2, Final Soldier £23 each, Ninja Spirit Gunhead £18 each, £60 the lot. Atari Lynx with 2 games, excellent condition. Reduced price £75. Tel. White Sun, Law, 99 High Street, Crediton, Devon EX17 3LB.

**SUPER FAMICOM** (Scart). Boxed new unused, with Super Tennis and UN Squadron. Bargain £195 inc. post. Tel. Nick (0227) 464004.

**NES BARGAIN** New power glove for sale £35 (ono).

Boxed with everything.

Phone George (0932)

4246219.

**MEGADRIVE** for sale worth £540 including 10 games, will sell for £400. For more details, ring Mark on Thame (0843) 293119.

**SEGA MASTER SYSTEM** with control pads and joystick, also included 6 games, Golden Axe, Double Dragon, Italia World Cup 90, Dynamic Dux, Rockin' Altered Beast. Boxed game Hunt on. Hunt must be sold. £120. Preston area. Tel (0254) 852252. Boxed.

**MEGADRIVE** Games £16-£22. Gameboy swaps: Golf, Gargoyles Quest, EA Hockey for swap, but will only except Road Rash. Phone 081-693 3545.

**NINTENDO** Super Famicom, boxed, guaranteed, immaculate, mint condition with 4 superb games, Super Tennis, Ghouls 'n' Ghosts, Actraiser, UN Squadron, 2 joypads, cost new £530, sold for £330, only 3 months old. Legit reason for selling. Tel. Mark on 0292-77834.

**SPECTRUM +2A**, great condition, under 2 years old, includes interface, games, joystick, books, magazines, game, Incubus, Rockapop 2, Narc, Wipe it lot worth over £400, sell for £100 onto. Cash only. Buyer must collect. Phone Raymond after 5pm on 081-660 1638.

**AMSTRAD CPC 6128+** with colour monitor, games, stop press and mini office 2, only £275 onto. Tel. Grimbsy (0472) 344274.

**GAMEBOY** plus Tetris, Spiderman, Turtles and Double Dragon, also game light and magnifier, carry case, headphones and 2 player, lead, all for £120 onto. Phone (0235) 532106, all nearly new.

**LYNX** Games for sale or swap, 2 for Ninja Gaiden, Blue Lightning, Gates of Zendocon and Slime World. Titles wanted are: Pacland, War Birds, Klix Qix, Road Blasters and Stun Runner, will buy games, others considered. Phone (0306) 881384, evens.

HII! I'm selling a Master System 2, with 2 games which are Mickey Mouse, Psycho Fox only 3 months old, still in box with instructions, vgc, selling for £70. Call 081-866 2848 after 5pm, weekdays.

**NINTENDO** games, Solomon's Key, Soccer, Tennis, Riot, Race Racer £12, Gauntlet II, Simons Quest, Mega Man 2, Zeldas, Link £15. Tel. 0926-640997.

**7 MEGADRIVE** Games for sale £150. Please ring 021-357 2616, after 6pm.

**C64**, tape deck, some games £70 and a free Yamaha Portasound VSS-30 sampling keyboard, all in mint condition, never used. Since got an Amiga but you must include £10 p&p for keyboard. Simon Law, 88 High Street, Crediton, Devon EX17 3LB.

**COMMODORE 128**, disk drive, tape deck, daisy wheel printer. Scart colour monitor. Loads of games and software £250. Marcus 0395 275144 (evenes).

**MEGADRIVE** control pad £10, Moonwalker £15, Altered Beast £10. Contact James on (0446) 781663.

**SEGA MASTER SYSTEM** 4 games, 2 joypads, all boxed. Everything boxed as new £70 onto. Tel. (0524) 41923.

**MEGADRIVE** plus joypad and 4 carts, boxed £100, also Amstrad CPC464 comp, colour monitor and games £80 onto. Tel. 021-743 7969.

**3 MEGADRIVE** games, Afterburner 2, Ghouls 'n' Ghosts, Mario Muddens, all boxed with instructions £230 each or £150. Call 081-870 9965.

**MASTER SYSTEM** for sale £40, 9 games £10-£16 each or whole lot for £150. Phone (0254) 201377.

**GAMEBOY** with five excellent games, including Gargoyles Quest, Chessmaster and Super Mario and Hard Candy Case worth £170 sell for only £110. Will throw in some old Mean Machines as well. Phone 071 3 328 00 39. Ask for Emmanuel.

**PC ENGINE** CD ROM + Interface, only £180 or £200 including 2 CD's, or will swap for Scart Famicom. Alternatively, CD ROM + Interface + Engine + 4 CD's + 6 Cards + Audio Leads + 2 Power Packs, all boxed, mint condition. Only £350. Also Darius (CD) and Sidearms (CD) to swap. Call Peter 0708 726530.

**SUPER FAMICOM**, two pads, one week old, £200. Megadrive plus CD-ROM brand new with 4 games, £525. Gamegear, 3 weeks old £75. Famicom includes Super Famicom, Final Fight, Sim City, Pilot Wings, Actrainer, No swaps. Tel after 3pm William 0223 67912.

**SCART SUPER FAMICOM** with over 10 months guarantee including 2 Control Pads, P.S.U. Perfect condition. Boxed with Final Fight, F-Zero, Pilotwings and S/R Type. If you want all for £250. Megadrive, £150. Call Mark for latest deal on 0778 344094.

**BACK ISSUES** of Mean Machines, C & V, Games X, For Sale, Mean Machines 3, 5, 8, 9, 10, C & V, G, 11, 115, 116, 117, 118, 119. Games X: 6, 10, 17, 23, 26, 27. Also Sega Transbot for £15. Ring Chris on 0798860 (Homephone).

**FAMICOM SCART** brand new, boxed with 2 pads and leads. Four games including Caveman, Ninja, £230. Phone Ian 0686 857653.

**AMAZING**, Issues 1, 4, 5, 6, 7, 8, 10, 12, 13 and 14 of Mean Machines for only £2 each all mint condition. Also Issue 16 for £3 (including Sonic Comic). Complete Guide to Consoles 4 £2 (onlo) Call Mark on 0778 344094.

**FAMICOM** Pilotwings £23, F/Fight £23, F-Zero £23. Superb condition, swaps considered. Famicom games wanted to buy, so ring Mark 0778 344094.

**PC ENGINE** (Scart) with Gunbird 3 (Final Soldier), Ninja Spirit £120. Great condition with box. Tel. 0225 858091.



# MEGA

**MEGADRIVE**, 6 games, including Sonic, Joypad, Audio Cable, Jap Adaptor plus Nintendo with Turtles, swap Amiga Famicom £350. (0629) 580832.

**N.E.S.** with Turtles Track and Field 2, Double Dragon 2, £99 or swap for Gameboy with games. Tel 0923 676160.

**MEGADRIVE** with 12 games including EA Hockey, John Madden, Football, 2 Joypads plus Japanese Converter. Sell for £350 onto, or swap for Scart Famicom with games. Phone Yusur on 0293 541424.

**SEGA MEGADRIVE**, runs all carts & joypads, 8 games including the Immortal, Revenge of Shinobi and Golden Axe - all in mint condition: sell for £200 onto or swap for Atari ST with joystick, mouse, games (negotiable). Must be in good condition. Phone 0633 420727.

**SPECTRUM 128K +2**, Good Condition - over 150 games including Chase HQ, Fighter Bomber, Ninja Warriors, Sim City, R-Type etc... 1 joystick, manuals, books, 44 Speccy mags - bargain at £140 onto, call Adam after 5pm on 0487 832138.

**FOR SALE** Megadrive Ghostbusters Game, Unused, £15 O.N.O. Phone Simon 081 550 7349.

**FOR SALE** Megadrive and N.E.S. Games. Titles include Battle of Olympia, Solitaire, Merlin and many more. All V.G.C. Call Angie on East Grinstead (0342) 315992 anytime or Jen on (0342) 300480 anytime.

**N.E.S. and SMS III**, W.W.F and 5 other Great Games, Spanking new only for £200. Telephone Ian on 0625 530406. Hurry Now!

**WANTED** Neo Geo also PC Engine Games, Famicom Games or Complete Systems for sale, swap Uiden Royale Scanner, Swap Sale Realistic DX400 Digital Portable Communication Receiver AM FM SBS CW AC/DC Direct Input Offer Why 0926 881634.

**MEGADRIVE** for sale, no games 2 joypads - bargain £70 onto. Tel (0772) 671032 between 4 and 6pm.

**128K SPECTRUM +2** many games, mint condition £100, joystick and gun 0530 610688.

**SUPER FAMICOM** and 8 games (Scart) for sale £375 or swap for Neo Geo + games (Scart) also wanted Neo Geo (Scart) with games: STFC games include Ghouls & Ghosts, Super Tennis, Populus, F-Zero, UN Squadron: Write to: P. Jess 58 Legacury Road, Lisburn, Co. Antrim BT 27 5LZ.

**GAMEGEAR** with Master System Converter, Street of Wonderboy, Ninja, Castle of Illusion, Physic World and Super Monaco Grand Prix, £180. Telephone 0707 50961.

**CD ROM** for PC Engine plus games which are Sherlock Holmes and Street Fighter £200. Phone 0376 515576. **LYNX**, still guaranteed, with Car Adaptor, Carry Case and 4 Joypads. Sell for £200 onto or swap for Atari ST with joystick, mouse, games (negotiable). Must be in good condition. Phone 0633 420727.

**SPECTRUM 128K +2**, Good Condition - over 150 games including Chase HQ, Fighter Bomber, Ninja Warriors, Sim City, R-Type etc... 1 joystick, manuals, books, 44 Speccy mags - bargain at £140 onto, call Ruth on 081 650 8490.

**SUPER FAMICOM (SCART)**, 2 Joypads, P.S.U and Super Mario World only £155, excellent condition. 0634 406657.

**ATARI LYNX**, excellent condition with 3 games (California Games, Gauntlet 3 and Robot Blasters), all boxed with AC Adaptor and Comixplay Cable. Worth £195 will sell for £100. Phone Mobeen on (0706) 521974, after 8pm.

**SCART MEGADRIVE**, 2 months old, 4 great games, Sonic, Streets of Rage, Thunder Force 3, Altered Beast + extra joypad and stereo headphones £250 O.N.O or swap for Amiga with Power Supply. Phone James on 0756 794802 NOW! Quick sale needed.

**N.E.S. FOR SALE** including 5 top games which include Mario, Z, also includes Mario, 3, All included. Super Nintendo, Super Mario Bros, Super Mario Bros 2, Super Mario Bros 3, Super Mario Bros 4, Super Mario Bros 5, Super Mario Bros 6, Super Mario Bros 7, Super Mario Bros 8, Super Mario Bros 9, Super Mario Bros 10, Super Mario Bros 11, Super Mario Bros 12, Super Mario Bros 13, Super Mario Bros 14, Super Mario Bros 15, Super Mario Bros 16, Super Mario Bros 17, Super Mario Bros 18, Super Mario Bros 19, Super Mario Bros 20, Super Mario Bros 21, Super Mario Bros 22, Super Mario Bros 23, Super Mario Bros 24, Super Mario Bros 25, Super Mario Bros 26, Super Mario Bros 27, Super Mario Bros 28, Super Mario Bros 29, Super Mario Bros 30, Super Mario Bros 31, Super Mario Bros 32, Super Mario Bros 33, Super Mario Bros 34, Super Mario Bros 35, Super Mario Bros 36, Super Mario Bros 37, Super Mario Bros 38, Super Mario Bros 39, Super Mario Bros 40, Super Mario Bros 41, Super Mario Bros 42, Super Mario Bros 43, Super Mario Bros 44, Super Mario Bros 45, Super Mario Bros 46, Super Mario Bros 47, Super Mario Bros 48, Super Mario Bros 49, Super Mario Bros 50, Super Mario Bros 51, Super Mario Bros 52, Super Mario Bros 53, Super Mario Bros 54, Super Mario Bros 55, Super Mario Bros 56, Super Mario Bros 57, Super Mario Bros 58, Super Mario Bros 59, Super Mario Bros 60, Super Mario Bros 61, Super Mario Bros 62, Super Mario Bros 63, Super Mario Bros 64, Super Mario Bros 65, Super Mario Bros 66, Super Mario Bros 67, Super Mario Bros 68, Super Mario Bros 69, Super Mario Bros 70, Super Mario Bros 71, Super Mario Bros 72, Super Mario Bros 73, Super Mario Bros 74, Super Mario Bros 75, Super Mario Bros 76, Super Mario Bros 77, Super Mario Bros 78, Super Mario Bros 79, Super Mario Bros 80, Super Mario Bros 81, Super Mario Bros 82, Super Mario Bros 83, Super Mario Bros 84, Super Mario Bros 85, Super Mario Bros 86, Super Mario Bros 87, Super Mario Bros 88, Super Mario Bros 89, Super Mario Bros 90, Super Mario Bros 91, Super Mario Bros 92, Super Mario Bros 93, Super Mario Bros 94, Super Mario Bros 95, Super Mario Bros 96, Super Mario Bros 97, Super Mario Bros 98, Super Mario Bros 99, Super Mario Bros 100, Super Mario Bros 101, Super Mario Bros 102, Super Mario Bros 103, Super Mario Bros 104, Super Mario Bros 105, Super Mario Bros 106, Super Mario Bros 107, Super Mario Bros 108, Super Mario Bros 109, Super Mario Bros 110, Super Mario Bros 111, Super Mario Bros 112, Super Mario Bros 113, Super Mario Bros 114, Super Mario Bros 115, Super Mario Bros 116, Super Mario Bros 117, Super Mario Bros 118, Super Mario Bros 119, Super Mario Bros 120, Super Mario Bros 121, Super Mario Bros 122, Super Mario Bros 123, Super Mario Bros 124, Super Mario Bros 125, Super Mario Bros 126, Super Mario Bros 127, Super Mario Bros 128, Super Mario Bros 129, Super Mario Bros 130, Super Mario Bros 131, Super Mario Bros 132, Super Mario Bros 133, Super Mario Bros 134, Super Mario Bros 135, Super Mario Bros 136, Super Mario Bros 137, Super Mario Bros 138, Super Mario Bros 139, Super Mario Bros 140, Super Mario Bros 141, Super Mario Bros 142, Super Mario Bros 143, Super Mario Bros 144, Super Mario Bros 145, Super Mario Bros 146, Super Mario Bros 147, Super Mario Bros 148, Super Mario Bros 149, Super Mario Bros 150, Super Mario Bros 151, Super Mario Bros 152, Super Mario Bros 153, Super Mario Bros 154, Super Mario Bros 155, Super Mario Bros 156, Super Mario Bros 157, Super Mario Bros 158, Super Mario Bros 159, Super Mario Bros 160, Super Mario Bros 161, Super Mario Bros 162, Super Mario Bros 163, Super Mario Bros 164, Super Mario Bros 165, Super Mario Bros 166, Super Mario Bros 167, Super Mario Bros 168, Super Mario Bros 169, Super Mario Bros 170, Super Mario Bros 171, Super Mario Bros 172, Super Mario Bros 173, Super Mario Bros 174, Super Mario Bros 175, Super Mario Bros 176, Super Mario Bros 177, Super Mario Bros 178, Super Mario Bros 179, Super Mario Bros 180, Super Mario Bros 181, Super Mario Bros 182, Super Mario Bros 183, Super Mario Bros 184, Super Mario Bros 185, Super Mario Bros 186, Super Mario Bros 187, Super Mario Bros 188, Super Mario Bros 189, Super Mario Bros 190, Super Mario Bros 191, Super Mario Bros 192, Super Mario Bros 193, Super Mario Bros 194, Super Mario Bros 195, Super Mario Bros 196, Super Mario Bros 197, Super Mario Bros 198, Super Mario Bros 199, Super Mario Bros 200, Super Mario Bros 201, Super Mario Bros 202, Super Mario Bros 203, Super Mario Bros 204, Super Mario Bros 205, Super Mario Bros 206, Super Mario Bros 207, Super Mario Bros 208, Super Mario Bros 209, Super Mario Bros 210, Super Mario Bros 211, Super Mario Bros 212, Super Mario Bros 213, Super Mario Bros 214, Super Mario Bros 215, Super Mario Bros 216, Super Mario Bros 217, Super Mario Bros 218, Super Mario Bros 219, Super Mario Bros 220, Super Mario Bros 221, Super Mario Bros 222, Super Mario Bros 223, Super Mario Bros 224, Super Mario Bros 225, Super Mario Bros 226, Super Mario Bros 227, Super Mario Bros 228, Super Mario Bros 229, Super Mario Bros 230, Super Mario Bros 231, Super Mario Bros 232, Super Mario Bros 233, Super Mario Bros 234, Super Mario Bros 235, Super Mario Bros 236, Super Mario Bros 237, Super Mario Bros 238, Super Mario Bros 239, Super Mario Bros 240, Super Mario Bros 241, Super Mario Bros 242, Super Mario Bros 243, Super Mario Bros 244, Super Mario Bros 245, Super Mario Bros 246, Super Mario Bros 247, Super Mario Bros 248, Super Mario Bros 249, Super Mario Bros 250, Super Mario Bros 251, Super Mario Bros 252, Super Mario Bros 253, Super Mario Bros 254, Super Mario Bros 255, Super Mario Bros 256, Super Mario Bros 257, Super Mario Bros 258, Super Mario Bros 259, Super Mario Bros 260, Super Mario Bros 261, Super Mario Bros 262, Super Mario Bros 263, Super Mario Bros 264, Super Mario Bros 265, Super Mario Bros 266, Super Mario Bros 267, Super Mario Bros 268, Super Mario Bros 269, Super Mario Bros 270, Super Mario Bros 271, Super Mario Bros 272, Super Mario Bros 273, Super Mario Bros 274, Super Mario Bros 275, Super Mario Bros 276, Super Mario Bros 277, Super Mario Bros 278, Super Mario Bros 279, Super Mario Bros 280, Super Mario Bros 281, Super Mario Bros 282, Super Mario Bros 283, Super Mario Bros 284, Super Mario Bros 285, Super Mario Bros 286, Super Mario Bros 287, Super Mario Bros 288, Super Mario Bros 289, Super Mario Bros 290, Super Mario Bros 291, Super Mario Bros 292, Super Mario Bros 293, Super Mario Bros 294, Super Mario Bros 295, Super Mario Bros 296, Super Mario Bros 297, Super Mario Bros 298, Super Mario Bros 299, Super Mario Bros 300, Super Mario Bros 301, Super Mario Bros 302, Super Mario Bros 303, Super Mario Bros 304, Super Mario Bros 305, Super Mario Bros 306, Super Mario Bros 307, Super Mario Bros 308, Super Mario Bros 309, Super Mario Bros 310, Super Mario Bros 311, Super Mario Bros 312, Super Mario Bros 313, Super Mario Bros 314, Super Mario Bros 315, Super Mario Bros 316, Super Mario Bros 317, Super Mario Bros 318, Super Mario Bros 319, Super Mario Bros 320, Super Mario Bros 321, Super Mario Bros 322, Super Mario Bros 323, Super Mario Bros 324, Super Mario Bros 325, Super Mario Bros 326, Super Mario Bros 327, Super Mario Bros 328, Super Mario Bros 329, Super Mario Bros 330, Super Mario Bros 331, Super Mario Bros 332, Super Mario Bros 333, Super Mario Bros 334, Super Mario Bros 335, Super Mario Bros 336, Super Mario Bros 337, Super Mario Bros 338, Super Mario Bros 339, Super Mario Bros 340, Super Mario Bros 341, Super Mario Bros 342, Super Mario Bros 343, Super Mario Bros 344, Super Mario Bros 345, Super Mario Bros 346, Super Mario Bros 347, Super Mario Bros 348, Super Mario Bros 349, Super Mario Bros 350, Super Mario Bros 351, Super Mario Bros 352, Super Mario Bros 353, Super Mario Bros 354, Super Mario Bros 355, Super Mario Bros 356, Super Mario Bros 357, Super Mario Bros 358, Super Mario Bros 359, Super Mario Bros 360, Super Mario Bros 361, Super Mario Bros 362, Super Mario Bros 363, Super Mario Bros 364, Super Mario Bros 365, Super Mario Bros 366, Super Mario Bros 367, Super Mario Bros 368, Super Mario Bros 369, Super Mario Bros 370, Super Mario Bros 371, Super Mario Bros 372, Super Mario Bros 373, Super Mario Bros 374, Super Mario Bros 375, Super Mario Bros 376, Super Mario Bros 377, Super Mario Bros 378, Super Mario Bros 379, Super Mario Bros 380, Super Mario Bros 381, Super Mario Bros 382, Super Mario Bros 383, Super Mario Bros 384, Super Mario Bros 385, Super Mario Bros 386, Super Mario Bros 387, Super Mario Bros 388, Super Mario Bros 389, Super Mario Bros 390, Super Mario Bros 391, Super Mario Bros 392, Super Mario Bros 393, Super Mario Bros 394, Super Mario Bros 395, Super Mario Bros 396, Super Mario Bros 397, Super Mario Bros 398, Super Mario Bros 399, Super Mario Bros 400, Super Mario Bros 401, Super Mario Bros 402, Super Mario Bros 403, Super Mario Bros 404, Super Mario Bros 405, Super Mario Bros 406, Super Mario Bros 407, Super Mario Bros 408, Super Mario Bros 409, Super Mario Bros 410, Super Mario Bros 411, Super Mario Bros 412, Super Mario Bros 413, Super Mario Bros 414, Super Mario Bros 415, Super Mario Bros 416, Super Mario Bros 417, Super Mario Bros 418, Super Mario Bros 419, Super Mario Bros 420, Super Mario Bros 421, Super Mario Bros 422, Super Mario Bros 423, Super Mario Bros 424, Super Mario Bros 425, Super Mario Bros 426, Super Mario Bros 427, Super Mario Bros 428, Super Mario Bros 429, Super Mario Bros 430, Super Mario Bros 431, Super Mario Bros 432, Super Mario Bros 433, Super Mario Bros 434, Super Mario Bros 435, Super Mario Bros 436, Super Mario Bros 437, Super Mario Bros 438, Super Mario Bros 439, Super Mario Bros 440, Super Mario Bros 441, Super Mario Bros 442, Super Mario Bros 443, Super Mario Bros 444, Super Mario Bros 445, Super Mario Bros 446, Super Mario Bros 447, Super Mario Bros 448, Super Mario Bros 449, Super Mario Bros 450, Super Mario Bros 451, Super Mario Bros 452, Super Mario Bros 453, Super Mario Bros 454, Super Mario Bros 455, Super Mario Bros 456, Super Mario Bros 457, Super Mario Bros 458, Super Mario Bros 459, Super Mario Bros 460, Super Mario Bros 461, Super Mario Bros 462, Super Mario Bros 463, Super Mario Bros 464, Super Mario Bros 465, Super Mario Bros 466, Super Mario Bros 467, Super Mario Bros 468, Super Mario Bros 469, Super Mario Bros 470, Super Mario Bros 471, Super Mario Bros 472, Super Mario Bros 473, Super Mario Bros 474, Super Mario Bros 475, Super Mario Bros 476, Super Mario Bros 477, Super Mario Bros 478, Super Mario Bros 479, Super Mario Bros 480, Super Mario Bros 481, Super Mario Bros 482, Super Mario Bros 483, Super Mario Bros 484, Super Mario Bros 485, Super Mario Bros 486, Super Mario Bros 487, Super Mario Bros 488, Super Mario Bros 489, Super Mario Bros 490, Super Mario Bros 491, Super Mario Bros 492, Super Mario Bros 493, Super Mario Bros 494, Super Mario Bros 495, Super Mario Bros 496, Super Mario Bros 497, Super Mario Bros 498, Super Mario Bros 499, Super Mario Bros 500, Super Mario Bros 501, Super Mario Bros 502, Super Mario Bros 503, Super Mario Bros 504, Super Mario Bros 505, Super Mario Bros 506, Super Mario Bros 507, Super Mario Bros 508, Super Mario Bros 509, Super Mario Bros 510, Super Mario Bros 511, Super Mario Bros 512, Super Mario Bros 513, Super Mario Bros 514, Super Mario Bros 515, Super Mario Bros 516, Super Mario Bros 517, Super Mario Bros 518, Super Mario Bros 519, Super Mario Bros 520, Super Mario Bros 521, Super Mario Bros 522, Super Mario Bros 523, Super Mario Bros 524, Super Mario Bros 525, Super Mario Bros 526, Super Mario Bros 527, Super Mario Bros 528, Super Mario Bros 529, Super Mario Bros 530, Super Mario Bros 531, Super Mario Bros 532, Super Mario Bros 533, Super Mario Bros 534, Super Mario Bros 535, Super Mario Bros 536, Super Mario Bros 537, Super Mario Bros 538, Super Mario Bros 539, Super Mario Bros 540, Super Mario Bros 541, Super Mario Bros 542, Super Mario Bros 543, Super Mario Bros 544, Super Mario Bros 545, Super Mario Bros 546, Super Mario Bros 547, Super Mario Bros 548, Super Mario Bros 549, Super Mario Bros 550, Super Mario Bros 551, Super Mario Bros 552, Super Mario Bros 553, Super Mario Bros 554, Super Mario Bros 555, Super Mario Bros 556, Super Mario Bros 557, Super Mario Bros 558, Super Mario Bros 559, Super Mario Bros 560, Super Mario Bros 561, Super Mario Bros 562, Super Mario Bros 563, Super Mario Bros 564, Super Mario Bros 565, Super Mario Bros 566, Super Mario Bros 567, Super Mario Bros 568, Super Mario Bros 569, Super Mario Bros 570, Super Mario Bros 571, Super Mario Bros 572, Super Mario Bros 573, Super Mario Bros 574, Super Mario Bros 575, Super Mario Bros 576, Super Mario Bros 577, Super Mario Bros 578, Super Mario Bros 579, Super Mario Bros 580, Super Mario Bros 581, Super Mario Bros 582, Super Mario Bros 583, Super Mario Bros 584, Super Mario Bros 585, Super Mario Bros 586, Super Mario Bros 587, Super Mario Bros 588, Super Mario Bros 589, Super Mario Bros 590, Super Mario Bros 591, Super Mario Bros 592, Super Mario Bros 593, Super Mario Bros 594, Super Mario Bros 595, Super Mario Bros 596, Super Mario Bros 597, Super Mario Bros 598, Super Mario Bros 599, Super Mario Bros 600, Super Mario Bros 601, Super Mario Bros 602, Super Mario Bros 603, Super Mario Bros 604, Super Mario Bros 605, Super Mario Bros 606, Super Mario Bros 607, Super Mario Bros 608, Super Mario Bros 609, Super Mario Bros 610, Super Mario Bros 611, Super Mario Bros 612, Super Mario Bros 613, Super Mario Bros 614, Super Mario Bros 615, Super Mario Bros 616, Super Mario Bros 617, Super Mario Bros 618, Super Mario Bros 619, Super Mario Bros 620, Super Mario Bros 621, Super Mario Bros 622, Super Mario Bros 623, Super Mario Bros 624, Super Mario Bros 625, Super Mario Bros 626, Super Mario Bros 627, Super Mario Bros 628, Super Mario Bros 629, Super Mario Bros 630, Super Mario Bros 631, Super Mario Bros 632, Super Mario Bros 633, Super Mario Bros 634, Super Mario Bros 635, Super Mario Bros 636, Super Mario Bros 637, Super Mario Bros 638, Super Mario Bros 639, Super Mario Bros 640, Super Mario Bros 641, Super Mario Bros 642, Super Mario Bros 643, Super Mario Bros 644, Super Mario Bros 645, Super Mario Bros 646, Super Mario Bros 647, Super Mario Bros 648, Super Mario Bros 649, Super Mario Bros 650, Super Mario Bros 651, Super Mario Bros 652, Super Mario Bros 653, Super Mario Bros 654, Super Mario Bros 655, Super Mario Bros 656, Super Mario Bros 657, Super Mario Bros 658, Super Mario Bros 659, Super Mario Bros 660, Super Mario Bros 661, Super Mario Bros 662, Super Mario Bros 663, Super Mario Bros 664, Super Mario Bros 665, Super Mario Bros 666, Super Mario Bros 667, Super Mario Bros 668, Super Mario Bros 669, Super Mario Bros 670, Super Mario Bros 671, Super Mario Bros 672, Super Mario Bros 673, Super Mario Bros 674, Super Mario Bros 675, Super Mario Bros 676, Super Mario Bros 677, Super Mario Bros 678, Super Mario Bros 679, Super Mario Bros 680, Super Mario Bros 681, Super Mario Bros 682, Super Mario Bros 683, Super Mario Bros 684, Super Mario Bros 685, Super Mario Bros 686, Super Mario Bros 687, Super Mario Bros 688, Super Mario Bros 689, Super Mario Bros 690, Super Mario Bros 691, Super Mario Bros 692, Super Mario Bros 693, Super Mario Bros 694, Super Mario Bros 695, Super Mario Bros 696, Super Mario Bros 697, Super Mario Bros 698, Super Mario Bros 699, Super Mario Bros 700, Super Mario Bros 701, Super Mario Bros 702, Super Mario Bros 703, Super Mario Bros 704, Super Mario Bros 705, Super Mario Bros 706, Super Mario Bros 707, Super Mario Bros 708, Super Mario Bros 709, Super Mario Bros 710, Super Mario Bros 711, Super Mario Bros 712, Super Mario Bros 713, Super Mario Bros 714, Super Mario Bros 715, Super Mario Bros 716, Super Mario Bros 717, Super Mario Bros 718, Super Mario Bros 719, Super Mario Bros 720, Super Mario Bros 721, Super Mario Bros 722, Super Mario Bros 723, Super Mario Bros 724, Super Mario Bros 725, Super Mario Bros 726, Super Mario Bros 727, Super Mario Bros 728, Super Mario Bros 729, Super Mario Bros 730, Super Mario Bros 731, Super Mario Bros 732, Super Mario Bros 733, Super Mario Bros 734, Super Mario Bros 735, Super Mario Bros 736, Super Mario Bros 737, Super Mario Bros 738, Super Mario Bros 739, Super Mario Bros 740, Super Mario Bros 741, Super Mario Bros 742, Super Mario Bros 743, Super Mario Bros 744, Super Mario Bros 745, Super Mario Bros 746, Super Mario Bros 747, Super Mario Bros 748, Super Mario Bros 749, Super Mario Bros 750, Super Mario Bros 751, Super Mario Bros 752, Super Mario Bros 753, Super Mario Bros 754, Super Mario Bros 755, Super Mario Bros 756, Super Mario Bros 757, Super Mario Bros 758, Super Mario Bros 759, Super Mario Bros 760, Super Mario Bros 761, Super Mario Bros 762, Super Mario Bros 763, Super Mario Bros 764, Super Mario Bros 765, Super Mario Bros 766, Super Mario Bros 767, Super Mario Bros 768, Super Mario Bros 769, Super Mario Bros 770, Super Mario Bros 771, Super Mario Bros 772, Super Mario Bros 773, Super Mario Bros 774, Super Mario Bros 775, Super Mario Bros 776, Super Mario Bros 777, Super Mario Bros 778, Super Mario Bros 779, Super Mario Bros 780, Super Mario Bros 781, Super Mario Bros 782, Super Mario Bros 783, Super Mario Bros 784, Super Mario Bros 785, Super Mario Bros 786, Super Mario Bros 787, Super Mario Bros 788, Super Mario Bros 789, Super Mario Bros 790, Super Mario Bros 791, Super Mario Bros 792, Super Mario Bros 793, Super Mario Bros 794, Super Mario Bros 795, Super Mario Bros 796, Super Mario Bros 797, Super Mario Bros 798, Super Mario Bros 799, Super Mario Bros 800, Super Mario Bros 801, Super Mario Bros 802, Super Mario Bros 803, Super Mario Bros 804, Super Mario Bros 805, Super Mario Bros 806, Super Mario Bros 807, Super Mario Bros 808, Super Mario Bros 809, Super Mario Bros 810, Super Mario Bros 811, Super Mario Bros 812, Super Mario Bros 813, Super Mario Bros 814, Super Mario Bros 815, Super Mario Bros 816, Super Mario Bros 817, Super Mario Bros 818, Super Mario Bros 819, Super Mario Bros 820, Super Mario Bros 821, Super Mario Bros 822, Super Mario Bros 823, Super Mario Bros 824, Super Mario Bros 825, Super Mario Bros 826, Super Mario Bros 827, Super Mario Bros 828, Super Mario Bros 829, Super Mario Bros 830, Super Mario Bros 831, Super Mario Bros 832, Super Mario Bros 833, Super Mario Bros 834, Super Mario Bros 835, Super Mario Bros 836, Super Mario Bros 837, Super Mario Bros 838, Super Mario Bros 839, Super Mario Bros 840, Super Mario Bros 841, Super Mario Bros 842, Super Mario Bros 843, Super Mario Bros 844, Super Mario Bros 845, Super Mario Bros 846, Super Mario Bros 847, Super Mario Bros 848, Super Mario Bros 849, Super Mario Bros 850, Super Mario Bros 851, Super Mario Bros 852, Super Mario Bros 853, Super Mario Bros 854, Super Mario Bros 855, Super Mario Bros 856, Super Mario Bros 857, Super Mario Bros 858, Super Mario Bros 859, Super Mario Bros 860, Super Mario Bros 861, Super Mario Bros 862, Super Mario Bros 863, Super Mario Bros 864, Super Mario Bros 865, Super Mario Bros 866, Super Mario Bros 867, Super Mario Bros 868, Super Mario Bros 869, Super Mario Bros 870, Super Mario Bros 871, Super Mario Bros 872, Super Mario Bros 873, Super Mario Bros 874, Super Mario Bros 875, Super Mario Bros 876, Super Mario Bros 877, Super Mario Bros 878, Super Mario Bros 879, Super Mario Bros 880, Super Mario Bros 881, Super Mario Bros 882, Super Mario Bros 883, Super Mario Bros 884, Super Mario Bros 885, Super Mario Bros 886, Super Mario Bros 887, Super Mario Bros 888, Super Mario Bros 889, Super Mario Bros 890, Super Mario Bros 891, Super Mario Bros 892, Super Mario Bros 893, Super Mario Bros 894, Super Mario Bros 89



**BARGAIN 1**, Atari Lynx and 5 games, Comlynx A.C. Adaptor, all boxed, 6 months old only £130. **BARGAIN 2**, Nintendo Gameboy, 4 games, Stereo Headphones, Leads, 'Nuby' Headlight, all boxed, 3 months old only £99. Contact James on 0493 720959 Now!

**C64 GAMES** for sale. Worth over £350 includes Turrican, Chase HQ, Shadow Warriors, plus many more. Sell for £100 ONO. Tim (08535) 592. **SUPER FAMICOM (PAL)** Boxed, Unused, Mario World, Final Fight, F-Zero, Super Ghouls & Ghosts, 2 Joypads, Bassan £230. Tel: 0633 250804.

**MEGADRIVE GAMES** for sale. Spiderman £21, PGA Golf £27, Gynoq £22, Hellfire £20. All excellent condition. Phone Ben 081 348 0765.

**NINTENDO NES** for sale with Turtles, Rush 'n' Attack Rescue.

Boxed as new £90 ONO.

Ring Shaun on 051 424 7726.

**ATARI LYNX**, complete with game, new, unwanted gift. Kit Pouch, C omlynx Cable and Warbirds Game, £100. Phone 0277 374103.

**MEGADRIVE** for sale, runs all games, as new, 17 games, includes Sonic, Mickey Mouse and lots more, 2 Joypads, SG Fighter, Joystick, Arcade Power Stick. Worth over £700 - For You! only £350. Tel: Steve 0438 725058, contact Peter anytime anyday.

**SUPER FAMICOM (PAL)**, 2 Joypads, 3 Games (Tennis, Mario 4, Altrairian), as new, perfect condition, bargain £290 ONO. Tel: Oliver (0843) 31771.

**C64 FOR SALE**, all boxed, loads of games with tape deck. Sell for £70. Call Andy 0625 585789. In Cheshire. **SEGA GAMEGEAR** with 4 games and adaptor. Boxed as new only 4 months old. Games are Super Monaco, GP, Wonderboy, Mickey Mouse, G-Loc. All in superb condition. All for £140. Please phone Gary on (0648) 326693 after 4pm.

**FOR SALE**, Games, Super Monaco Bros £55 for both games or £27.50 for each game. Phone Paul on 081 508 3810 NOW!

**ATARI ST**, complete with loads extras including 50 top games, 3 joystick, 2 mice, mousemat plus many groovy demo's. Also Atari books, so go for it! Mega Cheap Bargain Price at £250 ONO. Phone 081 941 6922.

**6 GAMES FOR SALE**, including Bayou, Billy Kid, Icarus, SMB2, Castlemania, Rygar, Robo Warrior, all for £99. For quick sale. Also Le Mans 24hr Scalextric for £40 ONO, money needed quick. Ask for Gareth or Nicky. Phone 041 778 7414.

**COMMODORE 16** plus 4, Chequered screen, 16 games over 20 Games, All in superb condition, for £50. Call Hitesh on (0204) 652270.

**NINTENDO NES** for sale with 4 games, Turtles, simpsons, Duck Tales and Paperboy, only 2 months old £110 ONO. Tel 070 624563.

**PHANTOM STATION** and 110 tape type books £25 and

Mickey mouse £20 or swap either one for Road Rash, JM 92, Pitfighter, Phone (0223) 835397. Any Megadrive Games wanted will pay £10-20. Cheap games especially wanted send lists: Dean Jacobs, 29 Park Road, Sanditon, Cambs, CB2 4TA.

**SUPER FAMICOM**, boxed as new, great condition with full 8 month warranty, includes 5 top games: Final Fight, Mario, Goeman, Pilotwings, 3D Golf.

Enhanced picture and Sound quality. Smart machine all for only £325. Notes if interested. Please phone (0373) 205100.

**FAMICOM (SCART)** with 6 games - Ghouls and ghosts, Goeman, Gradius 3, UN Squadron, Final Fight, S.Tenris. Still under warranty, bargain at £260 or swap for Neo Geo with 2 games. Phone 0302 788278 after 5pm and ask for Mick.

**ATTENTION** Gameboy Picus, 6 great games, WWF, R-Type, Batman, DBdouble Dragon and Tetris. Stereo Headphones and Head Leads, Mint Boxed Condition. Reluctant sale only £140, cost £220. Phone Edward 0968 60736.

**MEGADRIVE** runs Jap/UK Games, 2 Joypads, 1 Wicked Converter, 14 Games which includes Super Monaco GP, Mickey Mouse, John Maddens, Moonwalker. Worth over £500 selling for £320. Phone Tony 021 421 7804.

**MEGADRIVE** with 4 games and 1 joystick. Games are Columns, Outrun, Warden and Joe Montane £150. Phone (0206) 241157, Essex. **UK MEGADRIVE** For Sale, includes Arcade Joystick, 2 Games and Joy Pad Adaptor. Will sell for £120. Phone Steve 0622 861583.

**AMSTRAD CPC6128**, Colour Monitor, Disk Drive, 30 Games, Tape Deck, over 15 Games and a few accessories including a Disk Cabinet for all Disks would now cost over £700, only £300 (Tape Deck separate). Contact Kerry on 081 459 0342 BYE!

**MEGADRIVE** and 20 Great Games including Bare Knuckle, Merit, Quasimodo, Sonic, Spiderman, Ghouls 'n' Ghosts, Mickey Mouse and 12 others. Also 2nd Joypad, 2nd Controller, in superb condition, Bargain at £500. Call Paul on 071 237 1596 (London). Evenings and Weekends.

**MEGADRIVE** English Games, Ghostbusters, Altered Beast, Afterburner 2, Super Hang-On, Sell for £25 O.N.O each. Phone 0748 822020.

**MASTER SYSTEM**, 2 Controllers, Control Stick, Gun, 8 Games, R.F.U. All for £130 ONO. Wanted

Megadrive Sonic, EXA Hockey, John Madden '92, Mickey Mouse, £15-25 per game or swap 5 or 6 Master System Games for 2 above Megadrive Games. Phone 0748 8133.

**FOR SALE** Super Gamegear VSS200 sampling keyboard and stand. Sell for £50 or swap for any 3 of these Gamegear Games: Joe Montana, Outrun, Super Kickoff, Sonic, G-Loc, Donald Duck, Golden Axe, or Ninja Gaiden.

Contact Jeremy on 0707 034200.

**N64** Converted American/U.K. 7, top 7 games including S.M.B. 3, D.O.Z, Batman, Joystick, Joypads, Worth £400+, V.G.C. Sell £175, 0483 722096.

**NINTENDO NES**, 6 months old, still boxes plus 4 games including SMB3, Castlemania, Double D, 1, Double D, 2, C. 2, D. 125 ONO. Sega Master System, 20 Games, 2 C. 2, Pad, Light Phaser, Python 3, new, £150 ONO. Phone Gary on 0734 781626 after 6pm.

**UK MEGADRIVE**, boxed with Sonic the Hedgehog, John Madden Football, Altered Beast, Control Pad, Headphones, etc. Postage/insurance included £155, 0705 619480.

**MEGADRIVE** and 9 games (Sonic, Elemental Master, Marvin Land, Magical Hat, Phantasy Star III, Altered Beast, Road Rash, Devil Crash + Quackshot), Worth over £430, all still boxed, brand new - sell for only £250. Phone Richard on (0709) 362668 after 6.30pm.

**SEGA MEGADRIVE GAME**, Spiderman. Brand new unwanted Xmas gift £25. Also Gamegear, Shinobi, boxed as new £12. Patrick (021 353 6571).

**PC ENGINE** + Games, absolute bargain. Remote Control Car, Hornet, Transmitter, Charger - £50. Tel. Ben on Halifax, (0422) 310383.

**MEGADRIVE** + 5 Games, 1 Joypad, Audio Video Leads. Worth (£3.40) sell £240 or swap for Amiga 500. Contact Bradford (0274) 814413 for more info ask for Peter. Please ring after 3.30pm.

**NINTENDO GAMES, SMB1** £8, Double Dragon £13, Metal Gear £14, Bionic Commando £16. Prices include P&P. Tel: James 0787 237702.

**SUPER FAMICOM (SCART)** and 5 Games for sale, Mario 4, Area 8, F-Zero, Pilotwings, Populous, Joypads, PSU, Boxed, V.G.C. C340. Write to: Adam Drew, Clobourn, Tudecombe Road, Warlingham, Surrey, CR3 9LU. Don't Ring! I'll ring you when you write. No Swaps.

**GAMEBOY FOR SALE**, Boxed and in Excellent Condition, includes Tetris, S.Mario and Fortress of Fear.

Also comes with a Hard Carry Case. Worth £145 sell for £90. Phone Zach on 0642 722 265.

**GAMEBOY**, Fully Boxed with Stereo Headphones and 2 Player Lead, 6 Games, Tetris, Tennis, Spiderman, Super Mario, Double Dragon, RoboCop. All games fully boxed and in mint condition. Will consider selling for between £125 to £150. If interested phone me (Chiragi) on 081 572 6825.

**NES** with 9 great games, including Super Mario Bros 3 and 2, £170 or swap for a Gamegear with 4 or more games. Phone 0761 437384.

**GAMEBOY**: including 4 Games, Game Light and Nuby Bag for £100. Phone 081 5000103.

**SPECTRUM 128K** For Sale with 57 Games, 2 Joysticks and Carrier Case for games for £100. Phone 081 5000103.

**NINTENDO** For Sale including 12 Games (New Worth £600) only £200. Phone 081 5000103.

**AMIGA FOR SALE**, with Mouse, Zipstick, 20 Blank Disks and DP2. As well as the game Manchester United. Unwanted Christmas Present. Used only once! Cost: £340+ sell for £275 ONVO. Tel: (0272) 557341 after 6pm and ask for Dave. Everything Boxed.

**NINTENDO**, with 7 Games, 1 Year Old, Brand New, would cost £280 selling price £170. Phone 021 445 5749, Jonathon Churchill.

**NINTENDO**, Digger T. Rock as new £20 or swap Megaman, Megaman 3, Gremlins 2, Super Mario 2, Simpsons or Tetris. Phone Laura (091) 2812092.

**ISSUES** 9 to 15 Mean Machines £5 each, 19 to 26 Sega Power £3. Issues 10 to 17 Sega Power £2, Issue 116, 119 £2 + VG £1 each. All complete guides are £5 each. Write to: S.Singh, 9 West End, Yaxley, Peterborough Cambs.

**ATARI 520ST**, 2 D/Drives, Mouse, Joystick, Games, Excellent Condition. Worth over £900. Sell for £285. Tel: Pat 021 501 2423 after 7pm.

**(PAL) ON MEGADRIVE +** Extra Joystick + 9 Highly Rated Titles. Worth over £480 when new, sell for £275 No. 10. Phone (0661) 24434 ask for David. May exchange for (Pal) Games 3-4 Games. No Time Wasters.

**COMMODORE 64**, Loads of Games, 2 Joysticks, Data Recorder, 18 months old, Excellent Condition. £15. Phone 0786 78958 ask for Keith after 4pm on Weekdays. Buyer Collects.

**MEGADRIVE PAL-1**, PSU plays all Games, 2 Joypads including 1 Turbo, Scart Lead, 4 Excellent Games: N.Z.Story, P.G.A., Tour Golf, EA Hockey, John Maddens '92, 6 Months Warranty, Remaining £185. Reasonable Offers Negotiated. Tel: Simon (0203) 412870. Coventry.

**AMIGA 500**, 5 Games, 150 Blank Disks, 3 Joysticks, 2 Mice, 1/2 Meg Upgrade, Disk Bank, Magis Box As New. Sell for £300 or swap for Megadrive. 10 Games or Famicom and 6 Games. Ring 0377 46878 (Yorkshire). Anytime, SEE YA!

**SUPER FAMICOM GAMES** to sell for £25 or swap. Pilotwings, 3D Golf, Mario, Final F.ight, Telephone 0376 20511, ask for Greg.

**MEGADRIVE GAMES**, Tiger Heli (Jap) £16, Truxton (UK) £17, Afterburner 2 (Jap) £18, Magical Hat (Jap) £16, John Maddens (UK) £20, Shinobi (Jap) £22, Gameboy Games: Golf £12, Chessmaster £15. Phone Steve on 0945 880660 after 5pm.

**SUPER FAMICOM (PAL)** For Sale, with Mario World and Altrairian. Excellent Condition. Generic Sale, only £250. Phone Andrew 081 653 5315.

**PAL MEGADRIVE** takes all Games. Includes 14 Games: Toe Jam, Runark, Joe Montana 2 plus more. Includes all Leads, boxed. Excellent Condition, sell for £450 ONO or Part Exchange for Handheld. Phone (0661) 24434 ask for David.

**AMSTRAD 464 CPC** Cassette plus over 90 Games. Good Condition. Colour Monitor, Joystick £125. Ring Jon 0372 468990.

## FOR SALE

**GAMEBOY** + Bugs Bunny, Tetris, Headphones, 2P Gun, Player Lead, Great Condition £50, Ring Jon 0372 468900 after 5pm.

**UX KSEGAD MEGADRIVE** plus Joypad and Arcade joystick, also 10 Top Games and Warranty. All boxed and in Excellent Condition, 5 Months Old, Worth £600 accept £360 CNO. Phone (0253) 305250.

**NEW NINTENDO NES** For Sale, includes 2 Joypads and 8 Games, Simpsons, Gremlins 2, WWF, SMB 1-3, Turtles, Rush 'n' Attack and Blades of Steel. Cost over £400, will sell for £290 OVNO. Call Craig on (0747) 407449 after 5pm.

**PC ENGINE**, 4 Joypads, 1 Joystick, 4 Player Adaptor + 11 Excellent Games including Power Drift, Bubble Bobble, Power Drift, Bubble Bobble, Hells, P+ excellent Condition. Still Boxed, Worth over £550, sell for £250. Any offers considered. Call Richard on 0246 209802.

**MEGADRIVE** with 12 good games, inc. Sonic, John Maddens, Strider, Hellfire, Super Monaco, Jap adaptor, extra joypad £300 onto. May consider swap for Super Famicom. Tel. Birmingham 784-8361, ask for Darren.

**SPACE CRUSADE**, Fighting Fantasy game, with extension pack plus loads of extra figures for only £35. Tel. (0430) 860248, ask for Dan.

**NES** games for sale.

Megaman, Ghostbusters 2 and SMB1. Also for Gameboy, Hipper Load Runner, Call Jon (0893) 715583 for prices.

**GAMEBOY** + 3 games, Super Mario, Battletoads, Tetris, Boxed £90-£95 onto or will swap for Gamegear +1 game. Call (0785) 44998, Stafford.

**AMIGA DISKS** – for sale. Space Ace and Nightreed. Good condition with instructions. £14 each. Contact Caroline on 071-733 0569, after 7pm.

**SPECTRUM 128K**, light gun, instruction manual and over 20 titles and demos including, Chase HQ and Paperboy. Most boxed! Excellent condition worth £200+, sell for £120. Non-boxed games also for sale. Phone (0935) 78757, after 6pm, ask for Stephan.

**FOR SALE** 61 C64 games, going cheap, including: Asteroids, Fun for £20. Give Steven a call on 0422 514216.

**AMIGA** and ST games for sale. For list write to Christopher Stevenson, 15 Titterstone Road, West Heath, Birmingham, B31 3SX.

I WANT to sell Nintendo games, Kung Fu and Excitebike and Rescue each for £25. Rescue, mint condition. Tel. 081-551 7563, ask for Tausif.

**GAMEBOY** + Bugs Bunny, Castlemania, Robocop, F-1 Race, Turtles, etc. Also link cable, games light, amplifier, light boy, mains adaptor, car adaptor, carry bag, carry case, headphones and cleaning kit £300. Tel. (0428) 723484.

**SPECTRUM** +2A and 48K+. Tape deck, light gun, 3 joysticks, interface. Zillions of games, books, ZX printer with 2 rolls of thermal paper, 4 PSUs worth £1,300+, all leads. Hurry and I'll throw in a b&w telly! Phone: (0787) 277319, only £300.

**SECONDHAND** Megadrive games, bought and exchanged. Games in stock include: Outrun, Flicky, Sonic, etc. Ring Adam on (0480) 63648 or write to A. Hall, 3 Fairfields Crescent, St. Neots, Cambs PE17 4QH.

**ATARI 5200** with 7 cartridges and 21 tapes. Includes cassette player, in good condition. Ring Bradley, after 5pm £100 onto, tel. 081-500 5823 (Chadwell, Essex).

**GAMEBOY** boxed with all things plus WWF, Mario Land, Bill and Ted worth £140, will sell for £95 onto. Tel. 081-888 2670.

**GAMEGEAR** games for sale. All boxed, instructions, etc. GG, Shinobi, Donald Duck £18 each. Tel. 021-454-8749, ask for Tom.

**SUPER FAMICOM** + 5 games. F-Zero, Ghouls 'n' Ghosts, Area 88, Goeman and Super R-Type. (In body fantastic condition). Only a few weeks old (honest). Fully boxed + 2 joypads and PSU. Only £300. Phone Anwar on 081-551 7449.

**HALF PRICE** Nintendo games, boxed with new with manuals, wide selection available £15 to £25. Phone Simon (0734) 503104, anytime.

**FOR NES**: Lifeforce £10, Track and Field Two £17. Tel. (0532) 626180. Edward. Wanted for Gameboy F1 Race.

**MEGADRIVE** for sale. £125 plus Sonic, PGA, Fantasia, also all leads plus guarantee. Can't afford to buy games. Tel. 071-226 3616, ask for David.

**COMMODORE 64**, 200 games and 2 joysticks worth £350, will sell for £200 onto, or swap for Amiga A500. Call 081-361 3733.

**ABSOLUTE BARGAIN**, Famicom Scart Machine, official Scart not cheap converted versions, plus 9 games, Ghouls 'n' Ghosts R-Type, Mario 3D, Final Fight, F-Zero, Pilot Wings, Contra, Castlevania, Gradius III, UN Squadron, all for £400. no offers. Phone Sam after 7pm on 081-954 2571.

**NINTENDO** with Zapper Gun, Turtles, Gremlins 2, Duckhunt, Mario Bros 1, under warranty, colour television for £225. Tel. Omar, 0377-45378.

**PC ENGINE** (Scart) with joy pad adaptor and 4 good games. Excellent condition, sell for £100. Tel. Peter, 071-226 6275, after 6pm.

**AMIGA 500** with monitor joystick, manuals, mouse + software. Boxed. Hardly used, excellent condition £350. Tel. Peter 071-226 6275, after 6pm.

**GAMEBOY** for sale, with 4 games including, Tetris, Mario Land, Double Dragon and Spiderman. Everything boxed as new, excellent condition, worth £130, sell for £90. Tel. (0823) 282089 (Taunton), after 4pm, six months old.

**GAMEBOY** with Mario Land, Tetris, Ring of the Gator, RoboCop, headphones, game light + 2 player lead £105. Phone (0733) 638777.

**UK MEGADRIVE** joypad, joystick, plus Sonic, Strider and Altered Beast games, only 3 months old, just £130. Tel. (0734) 842262, evenings.

**ATARI LYNX II** unwanted Xmas present with 6 games, including Rampage, Blue Lightning, Turbo Sub, APB, Rygar, Ninja. Gaiden plus mains adaptor and carry case, all boxed worth £285, will sell for £185. Tel. (0428) 723484, after 4.30pm.

**FOR SALE** Lynx 2 with 4 games, inc. Ninja, Gaiden and Zorro only £110 onto. Bargain must sell, please, boxset. Tel. Stapleford 222-633.

**MEGADRIVE** games, Strider £20, John Maddens £20 and Altered Beast £10 or will swap for any good games. Tel. (0800) 61617.

**NINTENDO** Super Famicom (Scart), 7 games, Super Ghouls 'n' Ghosts, Super Tennis, Final Fight, Gradius 3, Super Deformers, Actraiser, Pilot Wings £360 or swap for (Scart) Neo Geo with game. Phone Redditch (0527) 584202, Mon-Fri, 6-7.30pm only.

**SUPER FAMICOM** (Scart), guaranteed with Super R-Type and Mario 3, £170 onto. Phone Simon (0707) 327794.

**PC ENGINE** (PAL) and CD-ROM Unit, 24 top games, 5 pads, adaptor worth £1100, all boxed, immaculate £550 onto, will split CD-ROM £195 onto, PC Engine 1 pad and PSU £75. Games £10-£15, 5 turbos £10, 1100, 1200, normal pads £10 each. Must sell everything. Tel. (0623) 759800.

**MINT CONDITION** GX4000 with 5 games including Pang and Klax, worth over £200. Total bargain at £75. Tel. (049) 870665.

**MEGADRIVE** games including Mario Bros, Japanese Mickey Mouse, English Columbus, English Altered Beast, £15 each or one. Phone 081-868 8438.

**QUICKSHOT** on Megadrive for sale for £25 or swap for EA Basketball or Road Rash. Phone George on 071-241 6423 (London).



# MEGA

**SEXY** Black English Model (Megadrive) for sale. Jap converter, included + 5 games: Spiderman, Batman, Mickey Mouse, Altered Beast + any game or your choice (light or dark) – (£35 or under) cost £360, sell for £260. Tel. (0422) 349381, after 6pm.

**SEGA MEGADRIVE** (Jap, Pal), joypad, 7 games, John Maddens, Super Mario Bros 92, RoboCop, Eswat, Sonic, PGA and Bare Knuckle, complete with all leads worth £360 onto, sell for £250. Phone Mick (041) 637 3174, after 4.30pm.

for Gamegear (028 761442, 3637 3174, after 6pm.

**SPECTRUM 128K** +2 140, games, 2 joysticks, light gun, music machine, cost £400, will sell £175 onto. Tel. (0742) 304882, after 6pm.

**SEGA Master System**, joypads, Light Phaser, Super Hang On, Safari Hunt Ninja, Wonder Boy III, mint condition, £80. Tel. (0225) 754764.

**NES** games for sale or swap, Captain Skyhawk £25, Simons Quest £23 and SMB £20, any offers. Please phone (0403) 69562.

**MASTER SYSTEM PLUS** £30, also 14 games including: Mortal GP, World Soccer, Afterburner, Italia 90, Leaderboard, Slapshot, Chase HQ and Double Dragon, only £140 or both for £155 cost over £400. Write to: Mr. McCullough, 103 Kinavie Road, Glasgow, G53 7EA. Bargain!!!

**SEGA MASTER** + Light Phaser + Turbo Rapid Fire joypad. Built in games Hang On and Safari Hunt, all fully boxed + Rapid Fire Unit, 5 games included. Afterburner, Rambo III and Dead Angle, all £100. Phone (0502) 424542, after 6pm.

**OFFICIAL** Megadrive joypad arcade stick, Mickey, Strider, W of War, Shinobi, St of Rage, Monaco, Ghouls 'n' Ghosts, all for £355 onto. Call Razz 091-284 1912 (Newcastle).

**NINTENDO** Robot (still in box) and Gyromite, zapper gun with Duck Hunt plus 10 top games, including Duck Tales, Turbo Racing and World Wrestling, worth £460, sell for £290 onto, open for other deals. Call Aaron (0628) 30755.

**PC ENGINE GT**, mains and car adaptor, carry bag, 6 games, including Splatterhouse, as new £250 onto. Tel. (0562) 885219.

**MEGADRIVE DUDES!** Get Sonic, Eswat, Ghostbusters for only £60! Contact Tyrone Davies, 38 Heol y Parc, Cefnethin, Llanelli SA14 7DE. Party on Dudes!

**NINTENDO** Games 5"lt

MoT1 with Teris, Batman and batteries £10. Tel. Tyrone Davies, 38 Heol y Parc, Cefnethin, Llanelli SA14 7DE. Outstanding Peeps!!

**SEGA** Master System with 9 games, 2 control pads and light gun for sale £150, or swap for Megadrive. Cash adjustment. Phone (0378) 761717, ask for Danny.

**C64/128** (£200), disk drive (£50), printer (£50), 100s of games (£100). Large 128 mega bit memory, but plays C64 games, hardly used, games inc. Chase HQ, Football Manager I and II, plus disk games. Phone Paul in Handbury, Worcs (0527) 821806.

**ATARI LYNX** games £20, PC games £20-220, videos, such as Naked Gun 2 1/2, Terminator 1+2, etc. copies of Mean Machine, C+VG, Complete Guide to Consoles 2-4, issues of Zit, Smut & Viz. Interested? then phone Neil on (0792) 89709.

**ENGLISH** Megadrive! joypad, arcade power stick. Japanese converter, 11 games: JM Football, Sonic, Gyno, Bare Knuckle, Budokan, Eswat, Strider, Altered Beast, Mickey Mouse, Ghouls 'n' Ghosts and Sword of Vermillion, all for only £350 onto. Tel. 071-231 3909.

**PC ENGINE** games from £8, including Oryndre, P-47, Side Arms, Galaga 88, Chase HQ, Legend of Andar, Tel. Ben on (0722) 310383. May swap!

**LYNX GAME** Gates of Zendragon, swap for Ninja Gaiden, Stun Runner, Pacland, ECT or sell for £20. Phone Simon 091-251 5218.

**190 JAMES** in cartridge for NES, just £200, just over a £1000 for the 1 cartridge for Gameboy and Megadrive. All cartridges in excellent condition. Please call 071-704 0704, after 4pm for more information.

**NINTENDO** for sale, still boxed, very good condition. Four top games including Teenage Mutant Hero Turtles, Super Mario Bros II £150. Ring (0480) 301790, ask for Ben, evenings. (St. Ives, Cambs).

# MART

12 TOP SEGA games £15 each and 8 great Gameboy games £10 each or swap all for a Famicom. Tel. 081-205 0236.

**AMIGA 500**, 1mb, mono printer, dust covers, over £300 of games, many demos, magazines cost over £800, sell for £350. Tel. 021-707 3971.

500+ **GAMEGEAR** games, Mickey Mouse, Skweak, Magical Guy and Shinobi, sell for £15. Call Daniel on 071-267 1567 (London).

**SEGA GAMES** Fantasy Zone £7, R-Type £7, Power base converter £15 the lot £36. Tel. Andrew (0602) 500546. (See more in the **PC ENGINE** card and CD ROM game for sale, including Final Lap Twin £20, Victory Run £15. Phone Andrew (0602) 500546.

**NINTENDO** with Super Mario game £60. Phone Richard 081-360 1129.

**MEGADRIVE** for sale with 3 games, Soccer, Streets of Rage and Strider. Plays just American and English games, mint condition £130 ono. Call James on (02406) 5231 (Bucks).

**GAMEGEAR**, one month old with Wonderboy and Woodpecker all boxed £80 ono or will swap for you unwanted Megadrive games. Especially wanted Sonic, Streets of Rage, Mickey Mouse, make me an offer. Phone Dean on (Sheffield) (0742) 484987, weekends only.

**SUPER FAMICOM**, 2 pads, Scart, PSU, plug, 11 month guarantee, boxed, brand new, £199. Free delivery. Contact Mark on (0778) 344094.

**MEGADRIVE** games for sale, Last Battle £8, Budokan £12, Super Hang On £10, Alex Kid £12, all for £40. Tel. (0239) 811484.

**GAMEBOY**, phones, video link, rechargeable battery pack, instructions, MarioLand, R-Type, Nemesis, F1 Race, game box + game £45, game £10, 5 games £45, the lot £110 ono. Phone Tom (0494) 674620 in school holidays. Also included: Chase HQ, TMHT, Tetris, Mickey Mouse, Gator, bargain offers!

**GAMEBOY** in good condition, includes Superman, Super Mario Land, WFF, Super Mario Bros, F1 Race, headphones, 4-player adaptor, 2 player link. If interested phone 081-597 0651, ask for Paul. Phone quick, selling for good bargain, instructions included.

**MEGADRIVE** Sonic, Gameboy Fox, Duck Tales, Bubble Bobble, Solar Striker. Will consider all offers. Phone Nick (0635) 298477 on Sunday afternoons.

**NES GAMES** for sale £15 each. The games are Soccer, Punch Out, Tennis Tiger, Heli. Phone Edward on (0895) 633475.

**SUPER FAMICOM** Scart, boxed, in mint condition, sell for £140 or £160 with Super Mario. Phone David (0509) 212979, after 5pm.

**SPECTRUM 128K** +2, joystick and light gun, over 80 games, inc. Rainbow Islands and G'n'G. Mint condition £130. Phone Mark on 081-551 0495.

**MEGADRIVE JPN** plus 2 pads, Alien Storm, Mercs, Altered Beast, Whip, Rash, worth £250 your £160. Ring 081-776 1682 (Croydon).

**MEGADRIVE**, Boxed and in mint condition. Includes one Arcade powerstick, one joy pad, Golden Axe, Flying Sharks and Hercules. £150. Tel. (0753) 888955.

**SPECTRUM** +2 for sale + joystick, 100+ games. Contact Mike on (0307) 68644. All for an amazing £65 ono.

**SEGA MEGADRIVE**, 2 joy pads, Pal 6 games, inc. Sonic, Mickey Mouse, Ice Hockey, as new £200. Phone Danier (0527) 79028, evenings.

**BARGAIN GAMEBOY**, boxed with game light, Tetris + link cable £40. Additional games: WFF, B. Bobba, £15. Chess Master, D. Dragon, Super Mario, Dr. Mario £13. All games boxed with full instructions, carry case (E20 new), £12. Ring 071-722 9132, after 6pm and ask for Thomas.

**MEGADRIVE** for sale with 5 excellent games, 2 control pads included. £15, give me £20 and it's yours! Call (0707) 55787. Also wanted Pal Super Famicom with about 7 games in exchange for an Amiga with loads of boxed games. Call (0707) 58787.

**MEGADRIVE (PAL)** +7 games which include: Toe Jam and Earl, Arnold Palmer Golf and Joe Montana Football, also with a joystick, will sell all software worth over £400, will sell for £300 ono. Phone (0732) 851768.

500+ **GAMEGEAR** games wanted!

500+ **SEGA** games wanted!

500+ **NEO GAMES** wanted!

500+ **PC ENGINE** games wanted!

500+ **NEO GAMES** wanted!

500+ **SEGA** games wanted!

500+ **NEO GAMES** wanted!

**SWAP** my Columns for Sega Gamegear for any of your games. Ring 0532 672050. Mon to Fri after 4pm.

**SWAP GAMEBOY** Game:

Super MarioLand for any

Gameboy Game except Tetris.

0533 734921.

**MEGADRIVE**, My Wrestlwear, Tatsuji, Forgotten Worlds, Mystic Defender, Moonwalker, Atomic Roboeki, Eswat, Tiger Hell, Battle Squadron, Space Invader '90 - swap for any decent Megadrive game or

World Soccer (8-bit).

G.S. Simola (Handheld),

J.Maddens G.O.Rage, P.G.A.

Golf, Hellfire especially

mented. Tel: 0253 43561.

**MEGADRIVE GAMES** for

Strider, Mickey Mouse,

APS Golf, DJ Boy, Twinkhawk,

Cyberball, Arrow, Flash, World Cup Soccer. Phone 0925

754655.

**MEGADRIVE CARTS**, I have

PGA Golf, Gynoyp, Hellfire,

Arnold Palmers Gain Ground,

Bare Knuckle for good games.

Lee 0484 607207.

**MASTER SYSTEM**, Joypads,

Gun, handle, Controller, 3

Games for NES for Four

Score and Games including

SMB3. Ring 081 948 0283.

**MEGADRIVE GAMES**. Are

you willing to swap Jmaz or

pitfitter for Altered Beast - all

offers considered. Phone 0455

613716.

I HAVE DARIUS, Sonic,

Ghostbusters, Hellfire,

Thunderforce 3 and Dynamite

Duke. I want Rainbow Islands,

Zero Wing, Mercs, Devil

Crash, Road Rash, Gaires,

Blockout and also Gameboy

plus anything good. Will P/E

for PC Engine. GT. Mark 0773

715765.

DOES ANYONE WANT to

swap EA Hockey for Streets

of rage. Phone after 4pm on

weekdays on (0672) 62066.

**SWAP MEGADRIVE** games:

Moonwalker, Zero Wing,

Sword of vermilion, Truxton,

Gaines for any decent games.

Phone eddie 0533 767319

after 6pm.

**SWAP WWF**, superstar of

wrestling for any other decent

gamebot game. Contact Neil

on (0966) 893435 after

4.30pm. Get Dialling!

**ROAD RASH**, Rambo 3,

Super Hang On and golden

Axe (Megadrive) for swap.

Contact Andy on 0272 716973

after 6pm please.

**MAN IN THE STREET**

Console Game - Exchange.

Did somebody give you one

for Christ mass last year? Are

you fed up playing with it?

100+ Megadrive - only - we

swap, sell or buy. Phone for

list on (0787) 77072 or

74252. Evenings.

**MES** with 7 games, eg SMB3,

Blades of Steel and Super Off

Read, over 11 months.

guarantee, superb condition,

all still boxed. Sell for £200 or

swap for Megadrive and 3-4

good games. Tel. (0443)

681123.

**AMIGA STUFF** to swap for Megadrive games. Stuff includes Switchblade, Beast, Badlands, Space Amiga power games, issues 1-7, worth around £70 altogether. Swap for 3 for Megadrive games, eg Sonic, Mickey Mouse, will split. Tel. (0271) 71351 evenings, ask for Chris.

**PAL MEGADRIVES**, 2 joypads plus master system converter, Japanese converter and 7 top titles including, EA Hockey, Streets of Rage, Mercs, Quickshot and Sonic Swap for Scart Famicom plus 2 games. Call Ian on 051-733 5553, will deliver.

**NINTENDO** swap SMB2, Kung-Fu, Skate or Die and Trojan. Call Tim on (0634) 376388, after 4pm. Swap together or separate.

**GAMEBOY** with 9 gamepacks, including game light, carry case, Chase HQ, Turles, Turtles, lead earplugs, instructions and batteries. To swap with Megadrive (Pal) with 1 or 2 games or swap for Gameboy and few games, or sell for £150. Contact Kevin, Cardiff (0222) 733784.

**WANTED** desperately Quack Shot for my Ghostbusters or Cyber Ball and Altered Beast together. Tel. (0705) 596984. Martin Dawson.

**I WILL SWAP** my Donkey Kong Classics or your Ghosts and Goblins. Phone Martin on 021-772 3461, wanted urgently, Birmingham only.

**SWAP NINTENDO** game, I have TMHT, swap for any decent game. Phone Gareth on (0722) 789129.

**MEGADRIVE**, I have Hard Driving. I will swap for any other good games. Phone Jamie 081-807 2788. Will sell, reasonable price.

**SWAP NES**, 2 controllers, gun, mag, 6 games for an Amiga 500 with game. Call (0848) 2395784 for Ross.

**MEGADRIVE GAMES**, I have Sonic, Quackshot, Fantasia, Streets of Rage and Magical Hat. I want Immortal, Ice Hockey, Golden Axe II, Mercs, Double Dragon II. Phone Mark (0532) 583705, between 5pm 9pm or weekends. (Leeds area).

**SWAP MEGADRIVE** games: Jaws, Pond, After Burner, Golden Axe, Shining, Super Thunder Blade and Super Real Basketball for Spiderman, Street Smart, Star Control, Hellfire, Streets of Rage, Flicky, Alien Storm or any decent game. Phone Alan (0332) 810759, UK games only!

**NES OWNERS**, I will swap my NES Advantage for Tetris or other NES games. Ring (0946) 911881, and ask for Kenneth.

**SWAP LYNX (boxed)**, California games, Gates of Zendoom and batteries for (Pal) PC Engine with 1 game or Gamegear with 1 game or sell Lynx and games for £20. Phone Alex on (0922) 611119 (File).

**SWAP MEGADRIVE**, arcade powerstick, 7 games and carry case, also Master System for Amiga 500 with games. Phone (0732) 847789 (Kent).

**SWAP my Master System** plus

with 6 games and a joystick.

for NES with 3 or more games.

Phone 041-887 5444.

**FANTASIA** for EA Hockey, Super Menace, Spiderman or Mickey Mouse. Phone (0268) 542149, Mon-Fri.

**I'LL SWAP** Sonic and Strider for Streets of Rage and Ghouls 'n' Ghosts or Pitfitter. Phone Avatar on 081-571 3041 (Southall).

**SWAP** Zero Wing, Street Fighter, Gyrnyp, Hellfire or Revenge or Shinobi. Tel. (0420) 478031.

**WILL SWAP** my boxed Super Famicom for your Amiga or sell for \$175. Contact Pete on 081-564 9495.

**FOR SWAP** Megadrive, Maddens, MMouse, Monaco, Palmer Golf, Super L, Baseball. Will swap all 5 games for EA Hockey/Celtic and Lakers. Phone Tony, 051-733 9625.

**MEGADRIVE**: Afterburner, Hellfire for swap, Woul like Streets of Rage, Outrun, Zero Wing. Consider anything. Tel. Tim Rose (0274) 883727, 8pm-9pm.

**SWAP MEGADRIVE** games for only £3. Interested? Phone STU (074) 64439. Plenty of titles, between 4pm-8pm.

**SWAP NINTENDO** game, Super Mario Bros and Duck Hunt on 1 cartridge, just for Super Mario Bros. Phone (0722) 780129.

**MEGADRIVE**, I have Hard Driving. I will swap for any other good games. Phone Jamie 081-807 2788. Will sell, reasonable price.

**SWAP NES**, 2 controllers, gun, mag, 6 games for an Amiga 500 with game. Call (0848) 2395784 for Ross.

**MEGADRIVE GAMES**, I have Sonic, Quackshot, Fantasia, Streets of Rage and Magical Hat. I want Immortal, Ice

Hockey, Golden Axe II, Mercs, Double Dragon II. Phone Mark (0532) 583705, between 5pm 9pm or weekends. (Leeds area).

**SWAP MEGADRIVE** games: Jaws, Pond, After Burner, Golden Axe, Shining, Super Thunder Blade and Super Real Basketball for Spiderman, Street Smart, Star Control, Hellfire, Streets of Rage, Flicky, Alien Storm or any decent game. Phone Alan (0332) 810759, UK games only!

**NINTENDO** Workshop Minutes 500, Super Mario Bros, Space Hulk, Death Wing, Conqueror, Adeptus, Titanicus. Most Rule Books most models painted + lead, all this £100+ for Amiga 512K with or without games, joystick, upgrade above games worth £350. Darren Cowlam, 269 Winchester Road, Basingstoke, Hampshire RG22 6HW.

**WILL SWAP** my Megadrive for 3, Mercs, Super L, Street Smart, Star Control, Hellfire, Streets of Rage, Flicky, Alien Storm or any decent game. Phone (0332) 810759, UK games only!

**SWAP MEGADRIVE** swap for Streets of Rage, Sonic, Strider, Moonwalker, and other greats. Jap converter, power stick, pad, python joysticks for Super Famicom Pal, UK compatible, good condition, pads including top games. Call Ian (0252) 517080.

**SWAP MEGADRIVE** swap for Streets of Rage, Sonic, Strider, Moonwalker, and other greats. Jap converter, power stick, pad, python joysticks for Super Famicom Pal, UK compatible, good condition, pads including top games. Call Ian (0252) 517080.

**SWAP MEGADRIVE** swap for Streets of Rage, Sonic, Strider, Moonwalker, and other greats. Jap converter, power stick, pad, python joysticks for Super Famicom Pal, UK compatible, good condition, pads including top games. Call Ian (0252) 517080.

**SWAP MEGADRIVE** swap for Streets of Rage, Sonic, Strider, Moonwalker, and other greats. Jap converter, power stick, pad, python joysticks for Super Famicom Pal, UK compatible, good condition, pads including top games. Call Ian (0252) 517080.



# MEGA

**MEGADRIVE** Wonder Boy,

swap for any good game. Nintendo, Rygar, TMHT, swap for any good game. Tel. (0402) 435931.

**MEGADRIVE GAMES** to swap, my John Maddens for Strider, my Sonic for Revenge of Shinobi, or my Turrican for Superreal Basketball or Wonderboy in Monster Lair.

Phone Paul on (06973) 45212, after 4pm. All carts must fit English Megadrive.

**SWAP** an electric guitar with a 20 watt amp guitar. Has a locking tremolo and top locking nutts amp. Has great metal sound, will swap for Megadrive with games or Amiga 500 with games. Phone Dave (0946) 62900. (Buyer collects).

**MEGADRIVE JOYPAD**, 4 great games inc. Sonic, Streets of Rage and Ghouls'n'Ghosts. Excellent condition, swap for Amiga 500 with or without games. Call Cwyd 344801, after 8pm. Only 2 months old, a bargain!

**WILL SWAP** my Megadrive with 4 games, including Bare Knuckle, Ice Hockey for your Famicom and 1 game. Phone 051-920 5366.

**I WOULD LIKE** to swap Soccer, Track and Field 2, Solar Jetman and Donkey Kong Classics for WWF, Simpsons, Biker Fighter, Stealth ATF, Silent Service and Boulderdash. Phone on Mold (0352) 757064.

**I WILL SWAP** my Sega Master System with (0352) 757064.

**MASTER SYSTEM** I will swap for a Nintendo 64, 4 games and 2 controllers (also with Master System inc. C. Roofing, Alex Kid, Hang On, California games, World Grand Prix, Enduro Racer. Tel. (0254) 622386.

**MEGADRIVE** swap my F-22 Thunderforce 3, Mercs, Spiderman, Altered Beast, Rambo 3, Super Mario 64, Superreal Basketball, Bonanza Bros for decent games. Phone (0292) 551215, ask for Ross.

**I'LL SWAP** my Batman or Gauntlet II for RC Pro-Am, Scale Rattle and Roll or Boulderdash. Phone (0273) 512915, ask for Stuart.

**WILL SWAP** my Batman or Gauntlet II for RC Pro-Am, Scale Rattle and Roll or Boulderdash. Phone (0273) 512915, ask for Stuart.

**SWAP MEGADRIVE** Afterburner, Quickjoy, SG Jetfighter, joystick (boxed) and 2 video (original): Top Gun and Star Circuit 2. £10. Mickey Mouse and any decent SMS games (original versions). Tel. (06504) 354 after 4pm weekdays (anytime weekends), for more details.

**GAMEBOY GAMEGEAR** will anyone swap their Gamegear with Mickey Mouse or GG Shinobi and at least 3 more games. For my perfect condition Gameboy with 7 great games, newly released if told you I'd rather don't be fascinated. Tel. (0358) 348692.

**EXCELLENT BARGAIN** swap my Atari Lynx, no games, mint condition and Pal PC Engine, good condition with Batman for handheld PC Engine, must be still boxed with games.

**Write to:** Steve Whiteley, 48 Dawlish Road, Reading Berks RG27 7SF.

# MART



**MEGADRIVE** swap: S. Rage, Micker Mouse, Ast Battle, Ghoulas 'n' Ghosts, Sonic, Fatal Rewind and Toe Jam & Earl for Hellfire, Strider, Street Smart, Mercs, Thunderforce II or III or Rainbow Island. Call Ben on (0245) 259750.  
**SWAP** World Wrestling for Mario II or Megman II or sell for £27, must be good condition. Phone (0272) 692041 after 6pm.

**MASTER SYSTEM** with 5 games for an Atari Lynx with 3+ games. Tel. (0636) 830446, ask for Jon, will sell.

**MEGADRIVE** and Gameboy games. Sonic, Budokan, Bare Knuckle, Golden Axe, for Megadrive, Double Dragon and Golf for Gameboy. Any good games considered, especially The Immortal, RoboCop or Fantasy Star 3. Call Anton on (0798) 813733, Sussex, after 4pm on weekdays, maybe weekends. **SWAP** **MEGADRIVE** with 5 games, Sonic, Monaco, S.O. Rage, etc. + Gameboy with 9 games, Megaman, Gremlins II, etc, mint condition for Amiga or Atari 1040-STE interested? Phone Anthony on 848 1997, between 4-7pm, Mon to Thurs. Must be in Glasgow area.

**MEGADRIVE** UK cartridge, Golden Axe for Raiden Raid, EA Ice Hockey or any good game. Phone Stuart (0675) 465409, evenings.

**SWAP** **MY EPSON HX-20** portable computer with printer, case, etc. for Gamegear games and/or accessories. Phone (0934) 414411 after 7pm.

**SWAP** **MBX** Mag Freestyle vgc for 3 Megadrive games Jap/Lk or good condition Gameboy and cartridges, call Michael 061-945 1605.  
**SWAP** **BMX** Chrome Burner g.c. for 2 NES games or Gameboy system, call Christopher 061-945 1605 after 5pm (South Manchester).

**MEGADRIVE SWAPS:** Toe Jam (UK) M/Mouse (Jap) for recent good 2 players. Tel. Adam (Letchworth, n/Herts) (0462) 678 158.

**MEGADRIVE SWAPS** Shinobi, Spiderman, Forgotten Worlds, wanted Gynoug, Immortal, Road Rash, Ring Michael on 091-25139, (Ireland) 6pm only.

**WILL SWAP** my *Ghouls 'n' Ghosts*, Final Blow, Burning Force, Fatman, F2 Axiz (all Japanese) or Phantasy Star 2, Thunderforce 2, (UK) for your Populous, Vermillion, PGA Golf, Roadrash, Spiderman, Gynous or others. Contact Paul Baker, 57 Pilgrims Way, Spalding, Lincs PE11 1LJ.

**GAMEBOY**. Swap my Megaman for your Parodius. Other good games considered. Phone Nick 091-528 5576, you know it makes sense!

**MEGA SWAP** My Road Rash, for your F22 Interceptor, Sword of the Beast, Sword of Vermillion, Akira, Celtics, Toe Jam & Earl or Batman. M Wicks, 7th Signal Regiment, BFPO 15. Tel. 01049 522187 3209 (don't worry).

**SWAPSIES** I want Golden Axe or Budokan, I have James Pond 1, AP Golf and Moonwalker, will sell £15-£20 each. Phone (0256) 64196.

## PEN PALS

SEGA Master System Pen Pals wanted. Write to: Andrew Nicholls, 11 Vastern Road, Reading, Berks RG1 8DJ.

**MALE MEGADRIVE** owner, 21, looking for a female Pen Pal, 16+ to swap thoughts on life, the universe and Sonic the Hedgehog! Does the mythical female console owner really exist? Write to: Steve Grantham, 20 Essex Street, Reading, Berks RG1 0EH.

**GAMEBOY** cartridge hire! All Gameboy games just £1.90, games include Super Kick Off, Battletoads, RoboCop 2, Choplifter 2, Prince of Persia, plus many more! For a very fast response, please send SAE for details to 89 Broomfield Avenue, Worthing, West Sussex BN14 7SD.

**SEGA** Master System Pen Pals wanted. Write to: Andrew Nicholls, 11 Vastern Road, Reading, Berks RG1 8DJ.

**NINTENDO** owner seeks Pen Pal, 17/18, female and you are totally guaranteed a reply if you're interested. Contact Anna at: 7 Emlyn Terrace, Brecon Road, Merton, Tydfil, mid-Glamorgan, South Wales CF47 8NT. Please send photo if possible. Bye!

**GAMEBOY** carts for hire, very latest titles, just £2, send SAE to: C. Briggs, 66 Bromley Heath Road, Downend, Bristol BS16 6JN.

## MISCELLANEOUS

**GAMING MADNESS**? How would you like to play 20 different games for the price of 1? (Megadrive, NES, Master System, Gameboy, Gamegear, Lynx). For details send SAE to: Gaming Madness, Lyngval, Towny Way, Llantwit Major, Gwent, CF32 9LW.

**DID ANYONE** video the computer animations programme shown on Channel 4? Please contact Paul, 57 Pilgrims Way, Spalding, Lincs PE11 1LJ.

**ATTENTION!** All Nintendo owners. Sick of your Nintendo NES or Gameboy games? To find out how you might get the game of your choice for it, send SAE to: NSC, 24 St. Catherine's Way, Houghton-on-the-Hill, Leicester LE7 9HE. Tel. (0533) 432108 (Ryan Porter).

**NINTENDO** Super Famicom games Exchange Club £5 per swap, 13 titles to choose from. Phone (0274) 572237, after 6pm, ask for Ricardo.

**MEGADRIVE** and PC Engine Swap Club £3 per swap.

Phone (0274) 572237 and ask for Richard, after 6pm. Plenty of titles.

**SEGA**, Nintendo and hardware Cheat magazines. All packed full with hints, tips, cheats, etc only 75p each. Send large SAE with money and order to: Cheat Mags. (Machine), 42 Oakwood Drive, St. Albans, Herts AL4 0XD. Make cheques, etc payable to: L. Bolding.

**WANTED** Megadrive, Master System, Gamegear, games, best prices paid. Also exchange compatible games for £4 inclusive. CONSOLE ACTION (0792) 584346.

**DO YOU** have a Gameboy, NES or Famicom? Need some cash? Send an SAE to: 21 Crooksbury Road, Runfold, Farnham, Surrey for details, or telephone (Runfold) 2095. I want instruction manuals, back copies of Mean Machines, etc. etc. Hurry!

**NEO-GEO** Fighting News. Review of the ultimate games machine. Details from Chris Howard, 64 Middleton Avenue, Newcastle-upon-Tyne NE4 9NB.

**MEGADRIVE** carts bought and sold, or exchanged from £5. Super Famicom games also wanted. Call for details on (0246) 812177.

**ANY GOOD** Megadrive games wanted for cash. New games eg RoboCop pay £20, older games eg Mickey Mouse pay £15, Famicom games also wanted new games eg Castlevania pay £28.00, older games eg Pilot Wings pay £22 for information call (0246) 812177.

**ALL SEGA GAMES** bought and sold. For the best prices and a list of the latest stock, phone Lee (0923) 245817. **EXCLUSIVE OFFER** portable stereo speakers, now for Sega Megadrive. Ultimate in sound quality. Twin speakers, compatible with all models. Send cheque for £15.99 to Mr. Larkin (S.Mega), 82 Carlton House, Kilburn, London NW6.

## MESSAGES

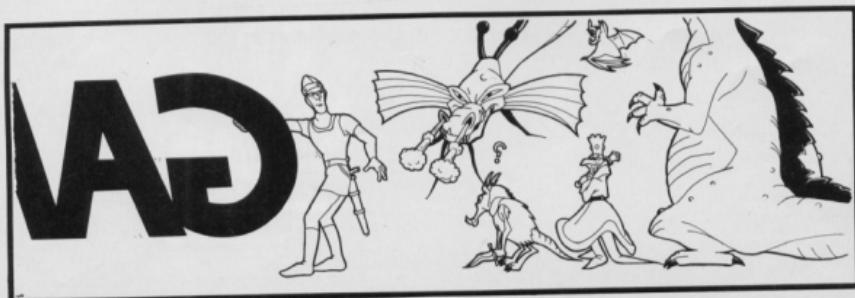
**MEGADRIVE** owners, games for sale. EA Ice Hockey £25, Road Rash £25, Flicky £30, all games new. Write to: R. Devitt, 67 Wolfe Tone Square, West Bray, Co. Wicklow, Eire.

**ATARI LYNX USER** - the regular fanzine for the Atari Lynx the latest news, reviews and brilliant competitions. Send 50p + large SAE or just 90p to cover costs to: Lynxuser, 11 Montgomery Drive, Spencers Wood, Reading, RG7 1BQ. Please support us.

**SWAP** your unwanted consoles and games with me! Mainly SFC MD and PC-E. (Descent offers only, no silly suggestions). Also, for sale or swap loads of Arcade Music! I've got most Yuzo Koshiro, Sega, Konami and Toaplan music on CD and tape. Send SAE for full SFC and MD disks £5 each. Looking for French or German contacts to swap magazines.

French/German for English straight swap or 2 for 1 Japanese. I am an A-level student, so I don't have much time, it would be appreciated if people would try not phoning just for enquiries. Nicky Lee (0844) 2859 after 5pm and not between 15th-24th February, 20 Fairway, Princes, Risborough, Bucks HP17 9DH. Street Fighter comics £2 each.

**MEGADRIVE** owners, loads of games for swap, new and old only £3. Ring (0476) 64439 anytime. Ask for Stuart.



READY

STEADY

GO!

GAMEBOY

GAME  
GEAR

LYNX

PC  
ENGINE  
GT

GAMEBOY

GAME  
GEAR

LYNX

PC  
ENGINE  
GT

GAMEBOY

GAME  
GEAR

LYNX

PC  
ENGINE  
GT

Got a hand held?

# Grab your free edition of with C&VG



More hand-held action than  
you can stuff down your  
trousers!

Gameboy, Game Gear, Lynx  
and PC Engine GT - we take  
them all to pieces and tell you  
which is the best!

chock-a-block full of the latest  
reviews and previews on the  
greatest hand-held games in the  
world!

Latest and greatest,  
it's BRITAINS ONLY HAND-HELD  
CONSOLE MAG - and it's free with  
C&VG!

GO! Grab it quick  
- it's going fast!



SULLIVAN BLUTH PRESENTS

# DRAGON'S LAIR

LICENSED BY

Nintendo

TM

THE LEGEND

Dragon's Lair, The Legend™ is a trademark owned and controlled by Sullivan Bluth, Inc. and its wholly-owned company, Dragon's Lair, Inc., and is used with the express written consent of Sullivan Bluth, Inc. Character designs © 1983 Don Bluth, All rights reserved. Dragon's Lair, The Legend™ and Dragon's Lair, Inc. are trademarks of Sullivan Bluth, Inc. Nintendo Entertainment System™ and the Nintendo logo are registered trademarks of Nintendo Co., Ltd. and other rights, including the "TM" are trademarks of Nintendo Co., Ltd.



GAME BOY™

Nintendo



ALSO AVAILABLE

Now you can experience the Dragon's Lair phenomenon with the Nintendo Entertainment System! The original and all-new U.S. version has now been improved and enhanced, and is now available for the first time in the U.S.!

elite SULLIVAN BLUTH PRESENTS DRAGON'S LAIR



NEW UK VERSION!  
Previously unavailable in the U.K., this specially commissioned version of the previous classic game includes all the new features and enhancements unique to the already BEST selling game ever offered to the American audience. See why this is the OFFICIAL BEST version for you!

Outstanding graphics show off your Gameboy to the full! Gamplay

THE RETURN ADVENTURE OF THE DRAGON'S LAIR!  
DL  
Legendary Action



elite

Elite Systems Limited,  
Anchor House, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW, England.

# NEW GAME

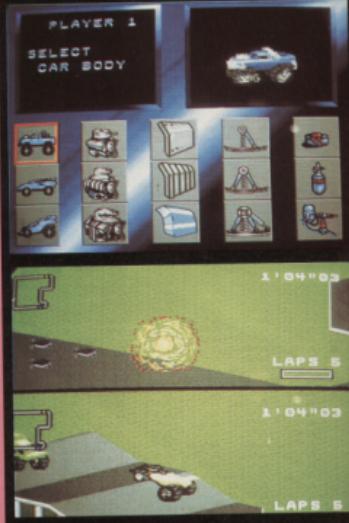
# PREVIEW

HOT CONSOLE GAMES COMING SOON... HOT CONSOLE GAMES COMING SOON...

## HOME ALONE



Those Wet Bandits are at it again, plundering the homes of innocent rich people everywhere. Having paid their debt to society following the last series of hilarious scrapes seen in the film Home Alone, Harry and Marv have recruited some new gang members and are once again attempting to get their hands on the McAllister riches - and on the throat of young Kevin McAllister, the cheeky young scamp who landed them in the jug last time! You take control of young Kev, who minces around his family's massive mansion grabbing the family jewels and depositing them in the safe. From what we've seen of the American version of Home Alone, this game is a sad shambles of an effort with forlorn, ungainly graphics and pitiful, booming soundtracks. The gameplay is tedious to the extreme with lumbering, cack-handed controls and inept, bungling collision detection. The baddies are the most arthritic baboon-like creatures yet witnessed in a video game, easily dispatched with a few squirts from your water pistol (?).



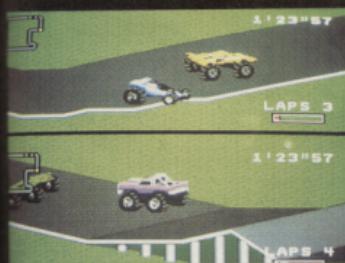
## SUPER FAMICOM



Some evil forest villain has kidnapped all your wildlife pals, so it looks like you'll have to get your best platform flippers on and rescue them in your own inimitable froggy style. Super Wagan Land is a horizontally scrolling platform game with a pseudo-3D perspective to make things a bit more interesting. To spice events up still further, your arch-woodland nemesis won't hand over any of your pals until you successfully participate in a shape-matching or mathematical game! If you'd like to brush up on shape recognition whilst playing platform games, Super Wagan Land is one cart you may have trouble containing yourself over.

# Radical Psycho Machine RACING

Just released in America is RPM Racing, a tweaked version of Racing Destruction Set, an old Electronic Arts C64 title! It's a one or two-player split screen racing game in which you drive your own Radical Psycho Machine (the RPM of the title). Many of the game's parameters can be set (including the strength of gravity) and you can customize cars and design and save your own tracks! It's a fun game, and we'll be taking a close look at it very shortly.



## SUPER FAMICOM

1-2  
PLAYERS



# SUPER WAGAN LAND



WAGAN  
ISLAND



# F1 GRAND PRIX

A tweaked version of the fun-packed Checkered Flag coin-op, this overhead view racer throws you in at the deep end - as a newcomer hoping to make your way up to the top of the world circuit. Whether you can do this not only depends on your racing skills but also on your design ability too. You have complete control over the make-up of your car, including the power of the brakes, the responsiveness of the steering and even the angle of the aerofoils! It's a tough game, but has enormous lasting appeal thanks to the vast number of tracks, comprehensive options and high difficulty level.



## MEGADRIVE

1  
PLAYERS



## SUPER FAMICOM

1  
PLAYERS



# NEW GAME PREVIEW

## HOSTBUSTERS II



The film might have been and gone a million years ago, but the spirit of comedy adventure lives on in a soon-to-be-released Gameboy maze-cum-shoot 'em up title. This casts you as the two Ghostbusters of your choice on a mission to save the world from a huge influx of spooks. One of the team shoots the ghosts, and the other traps them in their magic trouser turn-ups. Bust your quota of ghosts and bit by bit, the city is made a safer place to live in. Then it's on to the final showdown with Gorza the God and Mr Stay Puft the marshmallow man in a climatic finale. Ghostbusters looks pretty good - watch out for a review in a future issue of this very mag.



## GAME BOY



## DOUBLE DRAGON II

## 双截龍 II The Revenge

Join Billy and Jimmy on a kung-fu quest for justice in Double Dragon II, the Megadrive conversion of the penultimate arcade machine. Mr Big, top class crim type has shot Billy and Jimmy's girlfriend dead for a laugh. The only problem is that the Dragon brothers can't take a joke, and are out for revenge. Although it's a popular arcade game, we couldn't help but be disappointed with the import copy currently doing the rounds. It's quite fun, but the graphics are poor and it lacks the thrills 'n' spills of Streets of Rage. Look out for a review in a forthcoming issue.



## MEGADRIVE





# NINJA GAIDEN



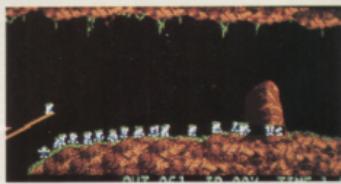
Ninja Gaiden has enjoyed some acclaim and popularity on the NES under its new title of Shadow Warrior. Now you can enjoy the many thrills of this superb Ninja game wherever you go, because it's leapt over in a shadowy concealed sort of way to Sega's pocket wonder, the Game Gear. You are Ryu, a man on a mission which involves travelling the world demolishing the crime empire of the evil overlord responsible for your father's death. Ninja Gaiden looks like a bundle of fun and is certainly one for GG owners to grab.



# GAME BOY



An import copy of Super NES Lemmings has just arrived in the office, and we're very impressed. It's basically identical to the Amiga version and provides much addictive fun and frolics as you guide your army of Lemmings safely around the platform scenery and save them from a horrible agonising death. "But", we hear you cry, "you previewed that last month". Yes indeed! The reason why we're dredging those creatures up again is because we've got pics of the Megadrive version. As you can see from the pictures, it's almost identical to the Super NES version - if the gameplay is also the same, which there's no reason for it not to be, it'll be a cracker!



# MEGADRIVE





# MEAN MACHINES

WOW! WOW! WOW!  
IT'S OFFICIAL!  
**STREETFIGHTER II**  
ON THE SUPER NES  
IS ABSOLUTELY MEGA!!!

AND TO CELEBRATE  
NEXT MONTH  
WE'RE GIVING AWAY  
AN AMAZING EXCLUSIVE  
**STREETFIGHTER II MINI MAG**  
ABSOLUTERLEY FREE!!!

MEAN MACHINES IS ON-SALE FEB 27TH FOR  
ONLY £1.75 - IF YOU MISS IT,  
WE'LL SET BLANKA ON YOU!







# MISSION: IMPOSSIBLE™



This is your mission.  
Take over!

Terrorists have kidnapped ingenious Dr. "O". And taken charge of his computerized defence system. Now they are threatening worldwide devastation. You and your three secret agents must stop them. With helicopters, speedboats and fast cars. Up in the Alps. On Cyprus. Through the streets of Moscow.

Down the canals of Venice.

Mission: Impossible:  
MegaVideoGameFun  
from KONAMI.

KONAMI has even more top hits for the Nintendo Entertainment System™:  
Teenage Mutant Hero Turtles II,  
Roller Games and Top Gun –  
The Second Mission.  
Go get them now!



**KONAMI**  
MegaVideoGameFun



**PALCOM**  
SOFTWARE



Nintendo Entertainment System

Distribution: Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park, Fareham Hants, PO 16 8X8

© 1990, Paramount Pictures. All Rights Reserved. Mission: Impossible is a trademark of Paramount Pictures. PALCOM Software Corporation Authorized User. PALCOM and PALCOMGAMES are registered trademarks of PALCOM Software Corporation. Underlying Source Code © 1990 PALCOM Software Corporation. Nintendo and Nintendo Entertainment System are trademarks of Nintendo.